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## Wipeout 2097

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Ancient Egypt is Doomed

#### Crusader: No Regret

To hell with Remorse

#### Streetfighter Alpha 2

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#### FIGHTING VIPERS



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**News** VF3, Monty Python & the Holy Grail, Curse of Monkey Island & more LucasArts stuff, Pamela Anderson (woohoo), Quakey bits, Timelapse - the next Myst? & lots more to amaze and entertain...

**Freebies** Win hot Virgin Interactive games including Earthworm Jim 2, Spot Goes to Hollywood, Screamer 2 & SF Alpha 2. We've also got copies of Fighting Vipers on Saturn. Crusader: No Regret on PC and hot Fi T-shirts to throw to lucky readers.

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**Issue 38 December 1996**

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The games are piling up in the office, our fingers are sore and our eyes are bleary and bloodshot. We hope you all appreciate how many games we're playing at the moment, just so we can keep you informed as to the latest and greatest. It's bloody hard work, but I suppose somebody's got to do it...

We've been inundated with **HOT** games this month and we had so many juicy titles come in at the last minute that I can guarantee you another hot issue next month as well. Ahh, Christmas time. 'Tis the season to be jolly and all that and what better way to get jolly than with a rad new game. **WIPEOUT 2097** is as good as it gets actually and we almost missed the deadline we were playing it so much. You can read our glowing review inside and also get a behind-the-scenes look with our special feature on the game. As with the first Wipeout, the soundtrack is superb and as a special Christmas time treat (well, it's a good excuse anyway) everyone who subscribes to **HYPER** this month will get a Wipeout 2097 soundtrack to call their own.

Moving on, **Sega** have the long awaited **FIGHTING VIPERS** on the Saturn, as well as the very funny **VIRTUA FIGHTER KIDS**. Two good fighting games, although *Fighting Vipers* is the one you'll want to buy for long term tonking action. **EXHUMED** is another great Saturn game inside this issue which takes **Doom** to ancient Egypt, but everyone should take a look at the review as it'll be on PlayStation and PC soon.

Not much Nintendo stuff inside this issue, but that's because there's not a lot going on, especially in Australia. The **Nintendo 64** has escaped the warehouse in the US (selling out in 3 days) so we should see some more games out real soon, but at the time of writing there were still only 3 US titles on the shelves (*Mario*, *Pilotwings* and *Wave Race*).

That's enough from me. Sit down, shut up and get stuck in...

studrt



## VF3 - it's Here!

After stupid amounts of anticipation, *Virtua Fighter 3* has finally graced our shores and arrived in Australian arcades. Quite often something that is put up on such a huge pedestal before it's launch ends up letting a few people down, but from our own reactions, and those of the others crowded around the shiny new machines, *Virtua Fighter 3* is not going to disappoint anyone. All those grabs that you've seen us print, they are gameplay grabs, and it runs so ridiculously fast that it makes it hard to conceive how game developers can make these things look any better.

The backgrounds are truly realistic settings now, none of that flat square ring nonsense. Lots of the backgrounds include stairs, sloped surfaces, floating pontoons that bob up and down in the water... even water which the players can wander into! At a glance, *Virtua Fighter 3* seems to have a hell of a lot more moves than *Virtua Fighter 2* did, and that's saying quite a lot. Most significantly, there's the introduction of a dodge button, making the whole fighting experience seem that much more 3D. Gameplay seems to be faster than perhaps any 3D fighting game to date, so it'll be a great one for those that love a challenge when it comes to mastering a new game.

The two new characters, a Sumo wrestler and a lightning fast Japanese girl seem to be very popular already. All character outfits look a hell of a lot better than they used to, and they characters look a tad more lifelike than before. A bigger look at the hottest fighting game on the planet next issue.

## COMP & SUB WINNERS

### ARL 96

Alex Dullard (VIC), Brett Dyki (QLD), Mingus Ritchie (NZ), Trent Nelson (WA), Shane Bradford (QLD), Brendan Dorff (NSW), Tim Ritchie (VIC), Steven Arnold (QLD)

### NEED FOR SPEED

Mark Hale (WA), Sacha Bryning (VIC), Thomas Knopke (WA), Glen Napier (QLD), Scott Van Eysden (TAS)

### ADIDAS POWER SOCCER

Dean Wilson (QLD), Shane Spiteri (VIC), Ilija Bilic (QLD), William Sales (QLD), Shannon Sandford (NSW)

### MAD CATZ STEERING WHEEL

Michael Simpson (VIC), Luke Hulm (WA), & Tom Woolley (NSW)

### CRASH BANDICOOT

Kym Holmes (QLD), Sam Smith (NSW)

### QUAKE

Sien Tantongco (VIC), Breece Stephens (VIC), Simon Mar (QLD), Nathan Brett (NSW), Scott Pelgrave (SA)

### WIN95 - HELLBENDER

Dion Casey (NSW), Alice Colombani (QLD), M. Massimi (VIC), David Silke (SA), Mark Hilaney (NSW), Matthew J. Garrity (WA), M.D Johnson (QLD), Stephen Swinar (VIC), Luke Watts (2655), Aaron Woodcock (NZ)





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## Pamela Saves Your Screen

What's this.. could it be? Yes, yes it is - Pamela Anderson in a box. Whoo-hoo! Hang on a sec, I'll just try and find the bit where it says "inflate here"... What? No inflatable parts! Just what is this anyway? Oh, a CD ROM Calendar and screen saver. I guess we'll just have to settle for perusing on a few stills of Pammy while we check our dates on the calendar. I don't know about you but the thought of having Pammy around every time I check my date sort of does something to me, deep inside.

But seriously folks, what better way is there to jot down appointment notes and Birthday engagements than with a pair of well oiled bosoms glaring at you. Their almost rubber-like firmness makes you wonder at the strength and bravery of any piece of fabric that dares try and hold them back. Amazing. As for the screen saver... phwoar!... who'd have thought that we'd ever get to see those Baywatch buns sprout wings and fly, disembodied, around our monitor screens? Well, if you did think that you're a very sick puppy indeed. Unfortunately the screen saver is just a series of stills, but hey, is there such a thing as too much Pammy? I don't think so.

Danilo is the name of the enlightened company that brings this joy into the world, famed as they are for their celebrity calendars, and it's good to see that their contribution to the evolution of electronic publishing can be so beneficial for all concerned.



## Hot Lucasarts Happenings

### The Curse of Monkey Island is Coming!

The third installment of the brilliant Monkey Island adventures is set for release on Windows 95 in the first half of 1997. You heard us! LucasArts are putting the finishing touches on probably one of the most anticipated adventure game sequels ever. It'll be called The Curse of Monkey Island, and uses a whole new graphic engine, making it look more like a cartoon than ever. In this installment, Guybrush pits his wit against the Ghost Pirate LeChuck to save Elaine Marley, his one true love, from being made into the evil pirate's demon bride.

"LucasArts has built a considerable reputation for developing outstanding graphic adventure games," says Tom Byron, product marketing manager for LucasArts. "The Curse of Monkey Island continues that great tradition by combining LucasArts' unique brand of humor with a compelling story and memorable characters. Besides, how can you not like a game that includes funny pirates, vegetarian cannibals and a guy named Snugglecakes!" Indeed.

As the game begins, the evil and wily buccaneer LeChuck is attempting to woo Elaine into becoming his undead bride. But, hoping to marry Elaine himself, Guybrush unknowingly slips onto her finger a cursed ring that turns her into a gold statue. He must find a way to remove the curse from Elaine, all the while battling innumerable scurvy-ridden villains and grog-guzzling pirates in an attempt to ultimately thwart LeChuck from carrying out his sinister plans. We can't wait! This could be the greatest Lucasarts adventure yet.

### Join The Rebellion

It looks like LucasArts are jumping on the real-time, strategy war-game theme with the Star Wars inspired Rebellion. Scheduled for release in the first quarter of 1997, Rebellion presents an epic real-time competition of galactic expansion and domination pitted against survival and resistance in the Star Wars universe. Unlike previous Star Wars games from LucasArts, Rebellion places players in the role of strategic commander of all resources, planets and forces controlled by the Galactic Empire or Rebel Alliance. The character driven game can be a variety of strategic and tactical challenges. To succeed, players fighting for the Empire must capture Luke Skywalker, Mon Mothma and destroy Rebel headquarters. Those taking up the Rebel cause can win by capturing Darth Vader, the Emperor and overthrowing the Imperial Seat at Coruscant. Sounds awesome, eh? We'll be keeping an eye on this one!



# HYPE-No need!

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## Seismic Reports

99.9% of the time, when a game comes out, once it's reviewed, everything that has to be said about that game has been said. PC games tend to be the only games where that 0.1% of games pop up, due mainly to the ability to have patches that update the existing game. Quake is one of these rare games that not only is capable of having patches made for it so things can be updated, but also has its own language as such, that allows clever programmers out there to add extra to the game. For example, people can use various graphics utilities to create alternate skins for their players, lets say like a stormtrooper for example, and assuming everyone involved in a deathmatch game has those skins loaded into their machine, other players will see the player as a stormtrooper. There are all sorts of possibilities like this, but it's not just limited to simple things like player appearance. Another popular patch is the chasescam patch, which allows you to play from behind your player, so you can actually see yourself taking out your adversaries! The effect is quite amazing to say the least. A tad more drastic are patches like the fiend patch, which make you turn into a fiend when you grab the pentagram of protection, no more guns, just the ability to leap huge distance in a quick pounce, and really nasty hand to hand attacks! People like to bitch about the weapons in these sorts of games, but how can you justify that when you can make your own weapons! Some folks already have, and some of them are really cool. How about guided rockets, or throwable axes, or even nailbomb grenades? All of them have been done and can quite easily be downloaded and popped into your own version of Quake.

Two of the patches out right now actually turn Quake into a different style of game. The first of the two is the Quakebots patch, which allows you to have computer controlled opponents to play against (or with) in a deathmatch situation. The earliest version of Quakebots just bounced around lots and shot you when they saw you. The latest versions include highly intelligent computer opponents that do special thing like leap off ledges and spin in midair and blast the crud out of you, or head off to special areas in the level so they can get better armour, weapons, etc. You can add as many bots as you want, so you can practice small scale, or create your own deathmatch nightmare.

For those of you that have tried deathmatch and are after something new, there is a patch that will turn a server into a "Capture the flag" game, which is far and away the best way to play Quake with a real team feel to it. The game assigns new players to either the blue or the red team, depending on which team is smaller. Each team has a flag, which they must guard while they send someone out to go and grab the enemy flag, which they then have to return to their own flag. The game soon becomes a contest of who can guard their flag the best, since it's impossible to capture their flag if they've already got yours. To make things more interesting, the patch also includes a flamethrower weapon, and a grappling hook, which players can fire onto any hard surface and then quickly pull themselves to that spot. Players can then change weapons and act as a sniper, firing with their guns whilst hanging off the wall or ceiling or whatever. Even nastier, players can hook their opponents, which causes constant damage, unless of course the person getting hooked can blast their opponent off with a gun! If you dial into a server that has this patch (like QuakeZone for example), you don't need to do a thing, just log on and it's all automatically there for you.

If you're keen to check out these sorts of new features for Quake, check out the Quake Stomping Grounds at <http://www.stomped.com> for all the latest downloadable goodies.



## overflow

Sega Japan have announced a new Australia and New Zealand distribution deal with Village Nine Leisure (a part of Village Roadshow). This joint venture will oversee the launch throughout both countries of all Sega coin-ops, beginning with, of course, Virtua Fighter 3. It will also be interesting to see what sort of relationship this will create between the intensity arcades began by Village and Sega's new Sega World complex which will be opening next year.

For those Saturn owners that were no doubt horribly upset by the prospect of not being able to play Quake, as earlier news suggest, you'll no doubt be chuffed to know that we can expect to see the Saturn version of Quake sometime around March next year. Considering that Virtua Fighter 3 is coming with a cartridge that is said to have special 3D graphic accelerators, one could speculate at the possibility of using such a cartridge along with a game like Quake. That of course, is just the hypothetical ramblings of a Deputy Editor, and probably won't happen at all.

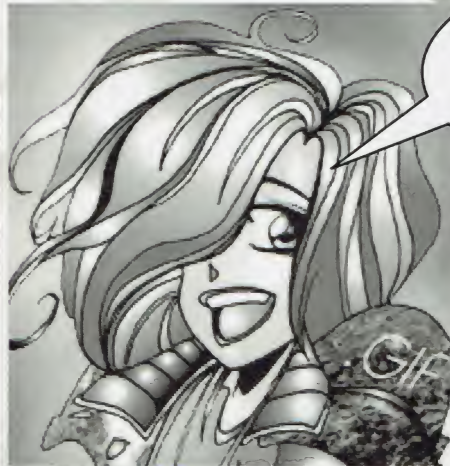
Fans of medieval first person shooters will be extremely pleased to hear that Hexen 2 is well underway, and will probably be out sometime this Summer. At this stage almost nothing is known about what will be included in the game, but it is confirmed that the Quake engine has been used, and Raven Software are essentially running with it from there. Light sourcing through gothic, cathedral like windows is said to look ridiculously stunning. Preview probably in next issue.

Word is that Sony are in the process of selling Psygnosis, arguably the best game developers for the PlayStation thus far. There has been much talk of Psygnosis being eager to develop for other platforms, which is speculated at being a contributing factor for the sale of the top notch developers. While there has been no public confirmation, Marvel Comics have been mentioned as potential buyers, and if they do end up with the UK based company, can we expect to see some comic orientated Psygnosis games? Time will tell.

A light gun like those used in successful Sega games like Virtua Cop, will soon be available for PlayStation. Namco have finished the long awaited peripheral and we should hopefully be testing it out in time to give it a review next issue.



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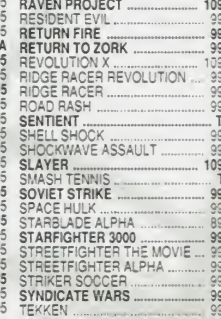
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## Monty Python & the Quest for the Holy Grail

I think there would have been a lot of people stuck for party conversation over the last twenty years if it hadn't been for this movie! Probably the Pythons' funniest work ever. The Quest For the Holy Grail was pretty revolutionary in its own way and certainly no one has made a film as anarchic since. And so, not wanting to rest on the laurels of their successful "Complete Waste of Time" CD, the Pythons have been up all night skulling down the Lark's vomit and munching on their Cockroach Clusters to produce this jolly interactive version of the film.

"The Quest" is essentially the original film stripped down to its component parts and put back together again as interactive segments that take the player through the story. Some new dialogue has been added here and there to fit in with the new structure and some simple games thrown in to boot. The Quest for the Holy Grail is mainly a look, poke and laugh affair though and these games provide just a short distraction from checking out all the funny bits. There are five games in all: Drop Dead (Tetris), Knights in Combat (simple "press mouse button to swing sword" combat with the dreaded Black Knight, you know the one that likes to lose his limbs), Burn Them (memory game about burning witches), Catch the Cow (That nice Frenchman who enjoys farting in your general direction throws a few cows at you) and of course Spank the Virgin, which is something we'd play everyday here at the office...if only we could find one.

I don't want to spoil it too much by telling you everything in here. I'll just say that if you like Python then you should get a kick out of this. The visual representation of the characters is fantastic as is the audio. Well worth a look.

## Swap Games by Phone

He's a great service for those gamers out there with not much cash to spend on games. The Game Exchange is a national phone number (1902 94 11 80) you can ring if you want to swap a game for another one. When you ring the number you will be given your own voice mail box with an ID number, which allows you to both place your game in the swap shop and collect your messages. When you collect your messages from your mail box you can decide who you would like to swap games with. Obviously, you are also able to leave messages for people with games you want and all formats can be swapped.

So to get into the action ring 1902 94 11 80 but remember that calls to the service are charged at 75c per minute.

## Timelapse The Myst Killer?



Even though Myst is now starting to show signs of age, it remains the undisputed leader of the graphic puzzle genre. Now comes the most likely successor to its crown - Timelapse. The graphics are absolutely mouth-watering with full screen photorealistic ray-traced graphics and there are a wide variety of challenging puzzles just waiting to greet you.

You'll be exploring 3D worlds of the past such as Easter Island, Egypt, Mayan, Anasazi and Atlantis and the story will have multiple endings so every action counts. There's not much more to say at this stage except look out for it if you're at all into stunning graphics and brain frying puzzles. It'll be out on PC and Mac real soon and we'll have a full review for you as soon as that happens.

## charts

### SATURN

1. Nights
2. Alien Trilogy
3. Exhumed
4. Destruction Derby
5. Story of Thor 2
6. Need For Speed
7. Athlete Kings
8. Gun Griffon
9. Loaded
10. Road Rash

### PLAYSTATION

1. Tekken 2
2. Formula 1
3. Resident Evil
4. Raging Skies
5. Namco Museum Piece
6. Andretti Racing
7. PGA Tour '97
8. Madden '97
9. Ridge Racer Revolution
10. Bust a Move 2

### PC CD ROM

1. Quake
2. Jagged Alliance
3. Z
4. Need For Speed
5. NHL '97
6. Madden '97
7. Pandora Directive
8. ARL '96
9. F22 Interceptor
10. Warcraft 2

### MEGA DRIVE

1. Worms
2. Toy Story
3. PGA Tour '96
4. NHL '96
5. ARL '96
6. Earthworm Jim 2
7. Madden '96
8. Spot Goes to Hollywood
9. Sonic Compilation
10. Andretti Racing

### SNES

1. Donkey Kong Country 2
2. Wario's Woods
3. Yoshi's Island
4. Winter Gold
5. PGA Tour '96
6. Tetris 2
7. Kirby's Funpak
8. Doom
9. Mortal Kombat 3
10. Cannon Fodder

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# CRASH

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Expected Classification

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For hints 'n tips call the: PlayStation PowerLine 1-902-262-662\*

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\* ITM calls are charged at a rate of \$1.50 per min. A higher rate applies from public and mobile phones.

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PlayStation Update



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Magic The Gathering



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*Everyone wants a Virgin... Virgin Interactive have hit the Australian games market in a big way and to prove it, they've offered us the following prizes for lucky little HYPER readers to win...*



## Worm Boy is Back!

What's more impressive than a robust upright pink thing in a latex suit? Well, not much when it comes to the world of platform gaming... 'coz we all know that Earthworm Jim 2 turns heads everywhere. You been thinking your 32 bit console is lacking lately? Well, Virgin Interactive have been kind enough to offer 5 copies of Earthworm Jim 2 to some lucky HYPER readers!

To be in the running, just tell us whether you want the PlayStation or Saturn version, and answer this simple question:

What's the name of the development team who created Earthworm Jim?

Post that answer off to:

I Want Virgin's Worm... Hyper, PO BOX 634, Strawberry Hills NSW 2012



## Yell Loudly Too

You can never get enough of good racing games, and Screamer 2 looks to be one of the best new PC racing games around. Continuing their seemingly boundless generosity, Virgin have decided that some people out there need Screamer 2... So strongly do they feel this that they've give us 5 copies of Screamer 2 for the PC. if you want to have any hope of winning one, you gotta answer this question:

What is Screamer 2 the sequel of?

Send that blatantly obvious answer to:

Scream Again Comp

HYPER

PO Box 634

Strawberry Hills NSW 2012



## Spot that Virgin

Just to prove that their platform game line-up is particularly strong right now, Virgin have decided to not only give us Earthworm Jim 2, but Spot Goes to Hollywood as well. Lots of folks loved the Spot games on the Mega Drive, and now you can love the latest one on your 32 bit beastie (you do have one don't you?). All you gotta do to win your copy of Spot Goes to Hollywood is tell us if you want the Saturn or PlayStation version, and of course answer this question:

What colour is Spot?

Send that one into:

I Got No Spots Comps

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## Street Fighter Alpha 2

Every kid and their dog knows the Street Fighter games have been the dominating force in arcade fighting games for years now, but not everyone who has a 32 bit console is lucky enough to own one of the Street Fighter games. Well, now here's yer big chance to get your very own copy of Street Fighter Alpha 2, the best of the lot! Virgin have most generously given us 5 copies to give to some HYPER reading, fighting game fanatics. To be in the draw, just tell us which version you'd prefer (Saturn or PlayStation), and answer this question:

Which three characters have been in every Street Fighter game thus far?

Send that answer to:

Fisty Cuff Fest Comp Hyper, PO BOX 634, Strawberry Hills NSW 2012





## Remorse is Memory Awake

Crusader: No Regret is the superb sequel to the equally superb Crusader: No Remorse. Again, like Fighting Vipers, it received a Big Rubber Stamp inside these very pages. If you like shooting things, making other things explode, and thinking strategically (but only briefly) then this is the perfect game for you. We have SIX PC CD ROM copies to pass on to you for the cost of a postage stamp. You need to answer the question, too:

Crusader: No Regret's hero likes wearing what colour suit?

Inform us at:

Remorse Is Memory Awake Hyper, PO Box 634, Strawberry Hills NSW 2012

## Snakes Alive!

What is it about great fighting games and the letters "V" and "F"? There's Virtua Fighter, Fighting Vipers, um, and Tekken. Never mind, eh? We've got THREE copies of Sega's most excellent Fighting Vipers on the Saturn to give away. It got Big Rubber Stamped with Approval this very issue, you know. Answer this to win:

What sort of animal is a viper?

We're waiting at:

Snakes Alive! Hyper, PO Box 634, Strawberry Hills NSW 2012



## Unless i'm Very Much Mistaken...

Psygnosis' Formula One is...oh, you already know wonderful it is. Well, how would you like to win a copy...oh, you've already bought your own. OK, OK, what about a T-shirt then? Bet you didn't think of that! Phew. Psygnosis have kindly donated TEN F1 t-shirts, which you could win by telling us:

Who provides the fantastic commentary throughout F1?

Mail us at:

Unless I'm Very Much Mistaken Hyper, PO Box 634, Strawberry Hills NSW 2012

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Expected Classification

**namco**



For hints 'n tips call the: PlayStation PowerLine 1-902-262-662\*

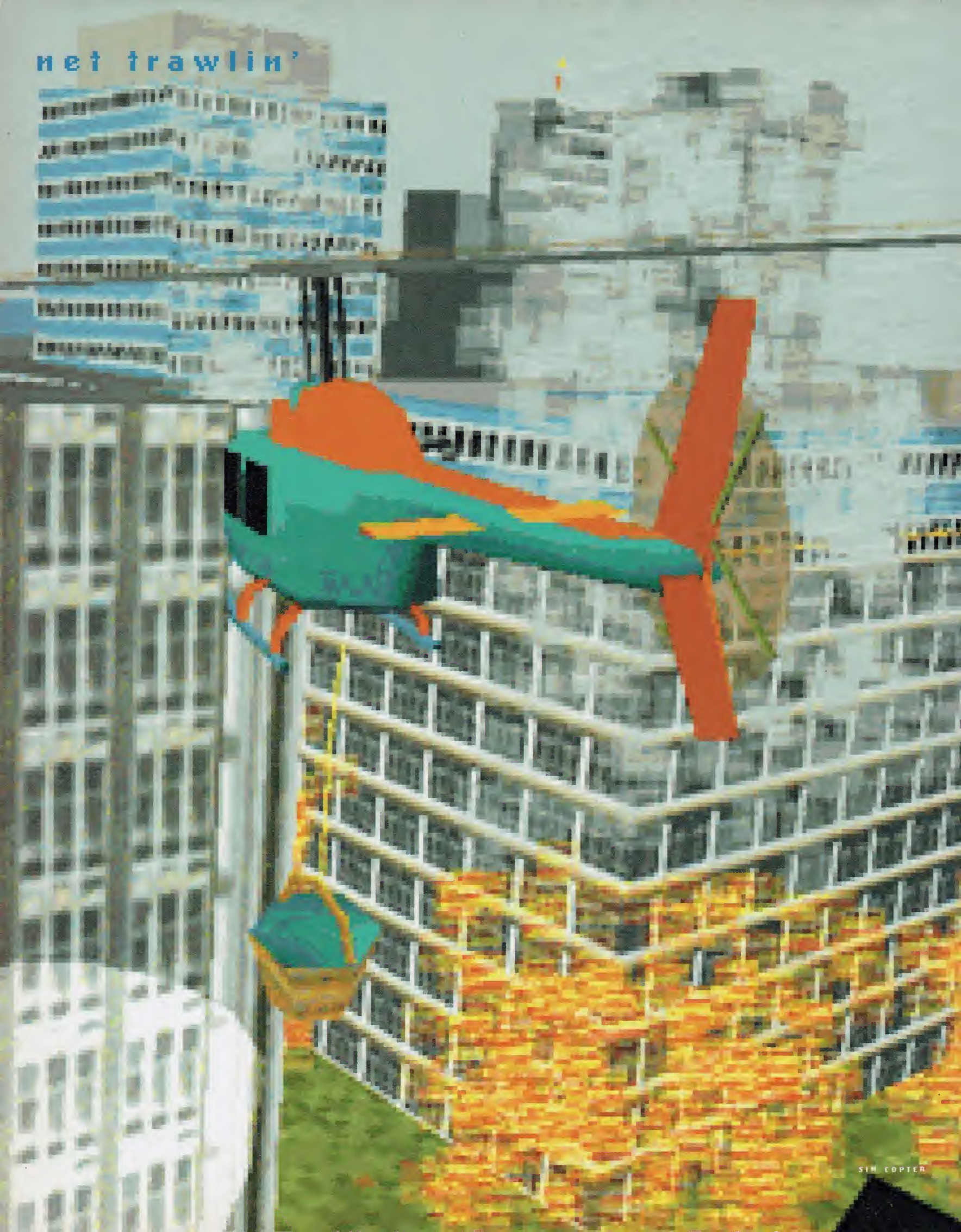
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net trawlin'





#### ULTIMA ONLINE

Probably the best known RPG series ever, the Ultima series, has been developed for an online multiplayer freak fest! RPG-heads the world over are getting together and forming societies, tackling monsters, beating each other up and living out all their fantasy fantasies in this hot online world. Take a look at <http://www.owo.com/uo.htm> for the low-down. It's PC only at the moment, but Macintosh software is on it's way too. I'll be there!

#### OZ RACING

If you've been burning rubber in Formula 1 on your PlayStation, or clanking gears in Grand Prix 2 on your PC, then you may have become somewhat Grand-Prix fixated. There is an Australian site totally devoted to the history of the sport here in Oz, and it has a whole stack of pics of the old cars and some interesting info on the 1996 Aussie Formula 1 and a whole lot more... <http://www.springboard-oz.com.au/grandprix/>

#### BYTE THIS

More and more sites are getting into utilising the Shockwave plug-in and real-time audio. MMM have a curious site called Byte This which is based on their Computer/Internet/Video Game radio show. There's stacks of up-to-date news, features on developers like Electronic Arts, forums and games to download. It's a nice looking site, and well worth a slice of your browser time (hey, they gave Hyperactive the thumbs up, so they must be good!). <http://www.byetthis.net/>

*You don't know the power of the cyber-side! Fulfil your destiny and take your place at ELIOT FISH's side, and together you will rule the Internet...*



OOOH... ALIENS

#### AI

Everyone knows how important Artificial Intelligence or AI is to the success of a game. Unless the other cars on the track have an awareness of your car, you're not going to win. The motivation to "teach them" in general has become a world over and the resources is... think about it.

been set up at [3dshoot.com](http://www.3dshoot.com) and it's from... in some intense Kali... me 3D shoot 'em up... es, squads for you to... give you the chance to... ve your piccie posted on... players here are without

#### MORPHS

Michael Jackson really got into this for a while, and I'm not just talking about his videos! Some people would say he's the first living morph - from a talented young black singer to a bizarre white monkey trainer. Computer morphing on the other hand, is just as much fun. Have a look at some net-head's work at <http://www.Generation.NET/max> where you can marvel at the Cindy Crawford bulldog, or the Bill Gates troll. There's also some pretty funny looking Quicktime morphs at <http://www.best.com/johnp/juxta.html>. Laugh? I nearly went to Ethiopia!

#### MAXIS

The makers of the wonderful SimCity and a host of other great Sim titles, have a fun WWW site to keep you fully informed on what hot games they've got hidden up their sleeve. There's a spotlight on their new Sim title, SimCopter which looks very cool, as well as another stick hitting ball title, SimGolf. They also have a tips and hints section, an on-line store and info on the wondrous idea on a SimCity 2000 Network edition which'll have you Simming with a stack of other human players. I wonder how that'll work... <http://www.maxis.com>

#### THEY'RE HERE!

A number of years back, a bloke called Whitley Strieber wrote a book called Communion which documented his experiences with what he termed "the visitors" and which everyone now seems to call "greys", those aliens with the big black almond-shaped eyes. Whitley went on to write another couple of books about it, and some say he sparked the whole "alien abduction" controversy in the USA. Well, Whit has his own WWW site now, to keep you informed on what's happening with "the visitors" and he swears it's all true. Some Americans accuse him of being a cult leader, whilst others say he's bringing the truth about aliens to the public's attention.

<http://www.strieber.com/> See what you think.

#### GAMESPOT

Here's another gaming site that has all the info on every game genre out there... puzzles, RPG, sports, action and even the "interactive movie" category. It's well organised and up-dated fairly frequently. Not bad - <http://www.gamespot.com>



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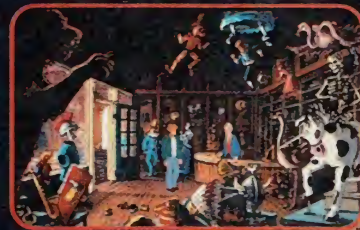


## Broken Sword

THE SHADOW OF THE TEMPLARS



- † an excellent RPG with extraordinary sound
- † animation by the creators of Tank Girl
- † over 100 hours of gameplay
- † includes point & click, puzzles & objects to collect
- † new concepts in game design make this a totally enthralling experience



"It goes to show that all good things come to those who wait."

9 out of 10.  
PlayStation Magazine, UK.

AVAILABLE: NOW  
RRP: \$89.95



EXPECTED CLASSIFICATION: M15+  
Medium Level Animated Violence

For PlayStation Game Info call the  
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## Samurai Shodown

"The greatest warriors of all time converge on a stage of blood and sand in the animated masterpiece Samurai Shodown"

Whoa! That sounds pretty full on. Send in the ninjas! Send in the samurai warriors! Send in all the blood, guts and grease off the rod! You betcha, it's another Japanese anime based on the lovable world of beat 'em up computer games. We've seen Streetfighter the animated movie (the one with the Silverchair soundtrack), we've seen Fatal Fury with bad guy Geese Howard getting the bejesus beaten out of him...and here comes Samurai Shodown, coming fist first with swords a-swinging!

One hundred years after their deaths, six legendary warriors are reincarnated. Their sole purpose in their new life? To hunt down (like the dog he is) the former team-mate who betrayed them: SHIROU AMUKUSA!!!

We're talking vengeance, folks. We're also talking about some good old kick arse animation set to a good blood thirsty and mindless plot. Full motion two fist slaughterfest. We're talking Samurai Shodown.

If you're not a fan of the game then it doesn't matter. Samurai Shodown is a must see for all anime fans. If you've been looking for a good ninja anime after being blown away by Ninja Scroll, then this is it.

RATED M DISTRIBUTED BY KISEKI. **8 / 10**



## Fatal Fury 2: The New Battle

Flushed with victory after defeating Geese Howard, the man responsible for the brutal murder of his father, Terry 'Hungary Wolf' Bogard spars one stormy night with German nobleman Wolfgang Krauser....Meanwhile, silver haired Andy sets out to find his missing brother while red haired Mai Shiranu, daughter of martial arts master Harzo Shiranu sets her sights on Andy

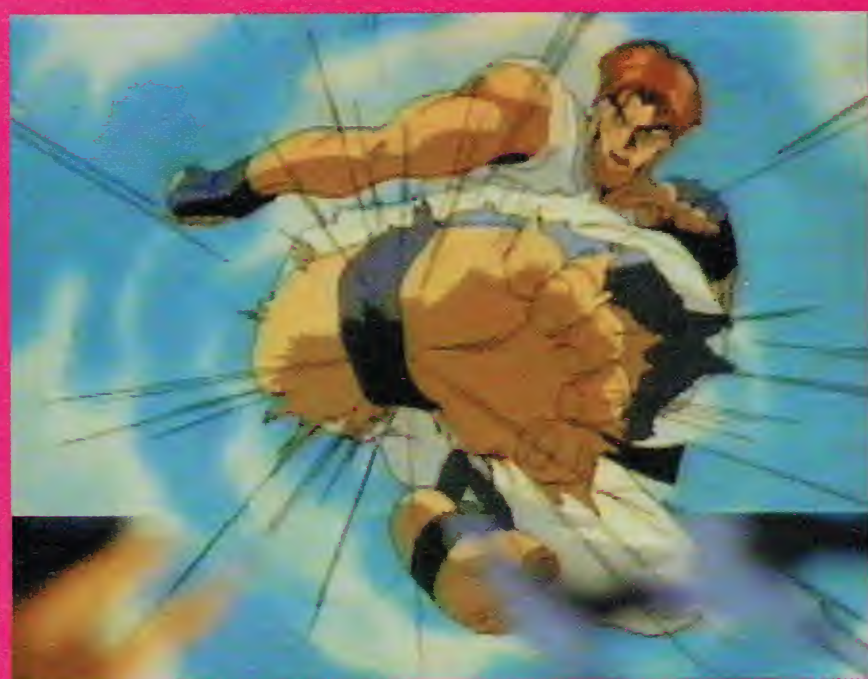
FATAL FURY number one left us with the answer to the prize winning question; who will inherit the Hurricane punch, Terry or Andy? It had it all, drama, rivalry, romance, and a bad guy named Geese Howard!

Now, in this pants pounding sequel, the battle continues. Like its predecessor, it knows all the right buttons to push for its audience; fantastic martial arts fight scenes, unbeatable foes and the return of GEESE HOWARD! Scantily clad, well developed martial arts girls with big eyes battle alongside ultra hard, chi powered men who couldn't give two flying ducks about hurricane punches.

As usual, the animation is that generic trash anime style that's become synonymous with animation from Japan; with an ultra generic storyline to boot. What the hell though; you're not exactly picking this one up for the plot.

If you liked FATAL FURY 1 then your bound to go for this. Now, bring on the Virtua Fighter Anime!

RATED M15+ DISTRIBUTED BY KISEKI. **7 / 10**



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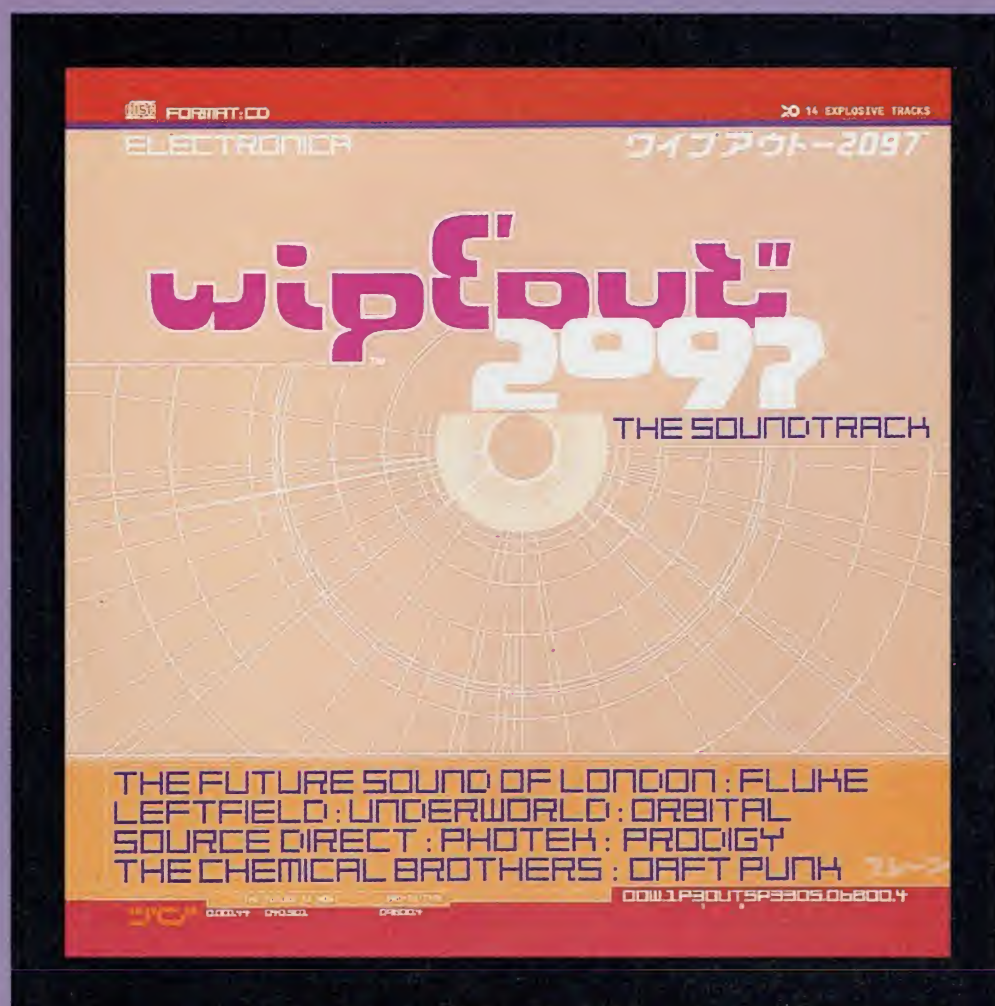
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## Want a Wipeout 2097 Soundtrack?



It's getting close to Christmas time and we're feeling jolly. We've been playing some awesome new games recently and one of the best would have to be Wipeout 2097. The graphics are truly amazing, the game-play is second-to-none and it's got one of the best soundtracks ever released for a video game.

In fact, the soundtrack is so good you can go and buy it in the shops, but because you're going to be a HYPER subscriber you don't need to do that.

**EVERYONE** who subscribes this month will get their very own Wipeout 2097 soundtrack CD which features the very best in British techno - Underworld, Leftfield, Orbital, Prodigy, Chemical Brothers, Future Sound of London and more...

*Get into the coolest sounds of summer with HYPER...subscribe!*

\* Maximum of 120 CDs. Subs must be received by December 20th 1996.





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His jersey is wondering if it wants to wear you.



*While Jason Kidd's authentic blue and gold California jersey is thinking, you might as well try to convince his shorts too.*





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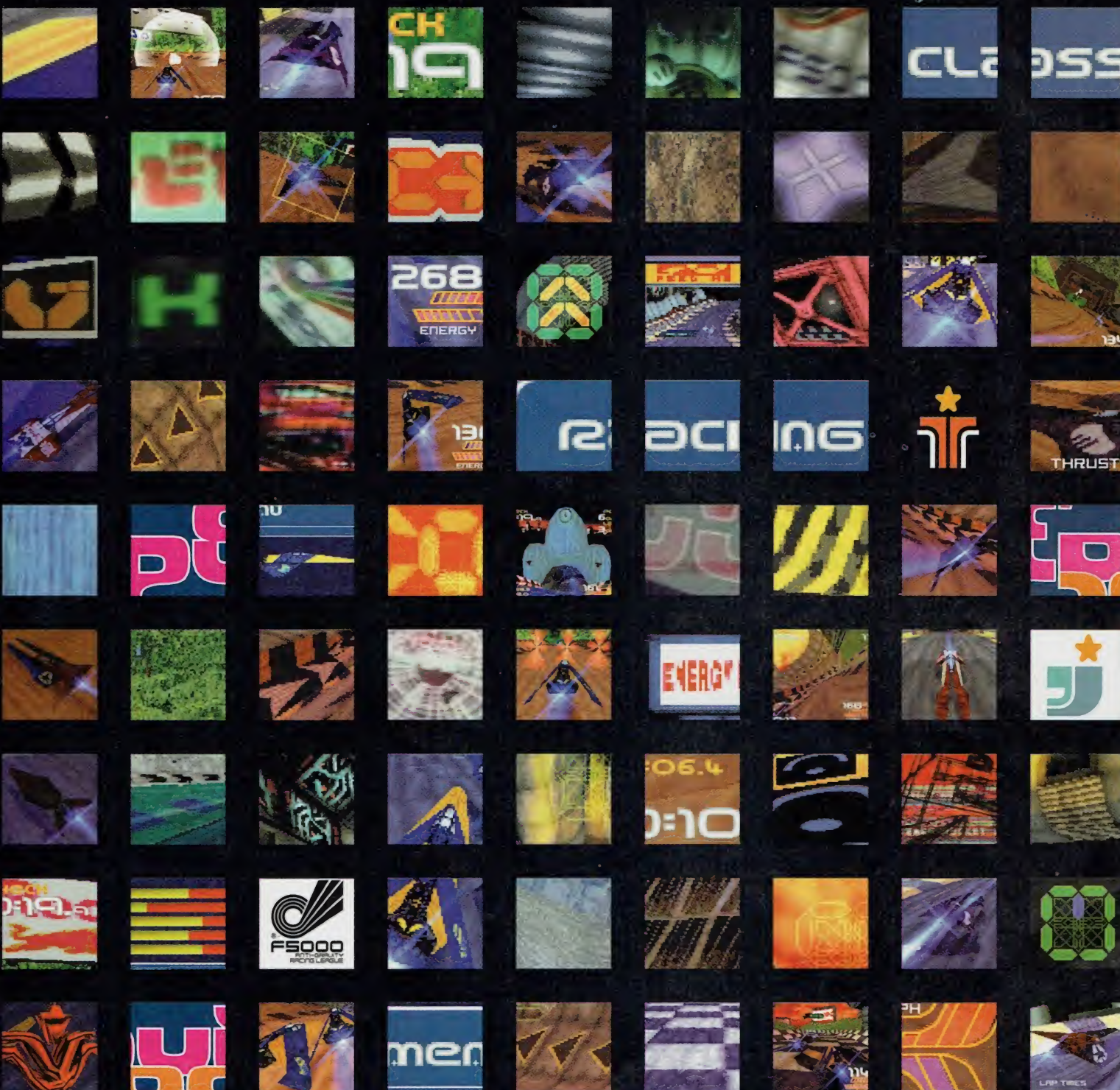
BUT NOW THAT PSYGNOSIS HAVE TURNED UP THE TEMPO AND RELEASED A SEQUEL, THE



BEHIND THE POWERHOUSE OF POLYGON PROPULSION, WIPEOUT PRODUCER **ANDY SATT**







REPUBLIC KITSCH LOGO COOLNESS, AND FUNKIER THAN JAMES BROWN SOUNDTRACK.

# YOU GOING NOW?

INGS LOOK EVEN BETTER FOR **WIPEOUT** FANS. STEVE POLAK CAUGHT UP WITH THE MAN



**WIRTHWAITE** TO TALK ABOUT HIS NEW RACING BABY AND GENERAL GAMING TRENDS...







Hyper: Wipeout 2097 is finished, and a solid little ball of fun it is too, but we were surprised to note that the game is still without a two player option. Why?

AS: The game is very much like a roller coaster, and there is lots of undulating track. This makes it hard to develop the environment because you need to see far into the distance, and this pushes the PlayStation hard graphically. It is possible to have a split screen option, but the loss in graphic quality would be extreme, and it would disappoint a lot of people.

Hyper: OK, so how is the new version different from the original, and have you tried to make 2097 a bit more user friendly than the original (which was a tough puppy to get to grips with at first)?

AS: Yes, I wanted to make the game more

enjoyable first and foremost. The original design spec had a lot of features which we wanted to go into the sequel, and I have to make sure that these features were incorporated in a more playable manner. We have added lots of bits which we wanted to stick into the first Wipeout, and I think you'll agree the game has come on a great deal.

Hyper: So what are the most significant new bits?

AS: Most obviously we wanted more ships on the track and we have optimised things to make this happen. The game features better tracks, and some really cool weapons like the earthquake weapon. Plus we have some new music from The Prodigy (Firestarter). We have also added some neat atmospheric touches like snow and rain, but we have had to use tricks so that you don't lose game speed. Originally we



had about 800 particles on screen for those effects and we had to reduce them radically to get the frame rate up. We then had to drop it down to about 100 particles on screen, and so we had to look at each particle and make sure that it was in the optimal position so that it would be seen by the camera as the player moved through the 3D environment.

But the greatest challenge was to keep the speed and feel of the original with all of the new bits working fine too. The hardest thing to get right is that we have put a hell of a lot into the new game, and it was hard to keep the frame rate high (30fps). We have learned a few programming tricks which make the graphics much more efficient. We have pushed the PlayStation to its limits.

Hyper: So you feel like you are close to





CHECK  
0:23.4

POS  
9 of 12  
LAP  
2 of 4



wipeout  
2097



exploiting the full technological potential of the PlayStation. What next then? Are any of the next-next gen machines looking like being fun to develop on?

**AS:** I saw a really early version of the M2 and I wasn't fantastically impressed, but I don't know how far it has come along. Whatever is powerful I'd like to work on.

**Hyper:** But for the moment the PlayStation is the kit of champions, eh? Some critics of the Sony machine have raised concern about the fact that most PlayStation development isn't done in house, as Sony have limited resources and experience compared to the in-house leviathans at Sega and Nintendo. Do you think the lack of a significant in house software development facility is a bit of an Achilles heel?

**AS:** One of the things which Sony has to be aware of is their newness to the industry. Considering this, the PlayStation is an astonishing piece of hardware, especially when you look inside the Saturn, which is a mess architecturally. The PlayStation can do a hell of a lot of cool stuff, but in terms of in-house software the attitude is different.

**Hyper:** How do you see Sony's approach?

**AS:** This may be a bit inflammatory, but Sega

and Nintendo tend to sell their in-house titles far more aggressively, and more often than not these in-house titles are better technically because Sega and Nintendo know more about their machine. This is fine for Sega and Nintendo, but it means third party developers are pushing things uphill a bit to keep up.

Sony's approach seems to involve spreading the net far wider, and giving as many third party developers as much help as possible, so that a wider range of quality software is within every developers reach irrespective of resources. Sony's model is more cooperative with third party developers, when compared to the competitive attitude of Sega and Nintendo. This approach may not work, but third parties like us do like it as we have more scope. I am guessing about this, but it seems that way to me.



**Hyper:** So what are some of the cooler things we can expect from you chaps?

**AS:** The next PlayStation release is Tenka, but we are really starting to look at PC. For example there is Profiteer which is an ambitious space game. Sort of like Elite with some solid strategy elements.

**Hyper:** Is the PlayStation suffering from the fact that a lot of the titles available for it have a strong "instant arcade" feel to them?

**AS:** Well I think the arcades are suffering. I don't think many PlayStation owners mind taking Ridge Racer home with them. And the PlayStation has fuelled interest in the arcades. When Wipeout came out people were saying lets do an arcade version of it. There are also quite a few titles coming through now with more depth to them, like Final Fantasy 7. I don't think the PlayStation has suffered particularly from its arcade focus. I think a lot of fast eye candy titles are what the PlayStation needs, and if these needs change then the titles will come.

**Hyper:** And what do you think you'll be doing when Wipeout 2097 hits the streets?

**AS:** Once it is in a box on the shelves, then we will drink a lot of beer, and look at Wipeout for Win95.







## KKND (Krush, Kill 'n Destroy) PC CD ROM

AVAILABLE: NOVEMBER

CATEGORY: STRATEGY

PLAYERS: 1-6

PUBLISHER: MELBOURNE HOUSE/EA



The guys at Beam Software in Melbourne are some of the freakiest game freaks in the country. And if they think they can make improvements to the Command & Conquer engine, then watch out...

KKND (Krush, Kill 'n' Destroy) is a real-time resource strategy game with the resource being oil. In a post-nuclear devastation scenario, two distinct forces have found their way from the bunkers to the Earth's surface: the Survivors and the Mutes (so called due to their mutated appearance rather than their inability to speak). Each army battles (as armies will do) to achieve victory for their cause, and to impose their own sub-race's philosophies on the new civilisation.

The graphics are looking mighty fine. Units can actually walk under bridges, up hills and behind structures which adds scale. The 640 x 480 resolution (one reason for a Pentium 75 min. requirement) allows some of the most gorgeous detailing seen in a game of this type. The units are drawn extremely well and animated fluidly. The detail on your typical structure shows exactly what it's for, making the whole look of the game very intuitive.

The predominant features of any strategy-resource are the missions and the AI. There are 15 different missions for each side and an extra 10 multiplayer. Combined with the typical "resource-retrieve" missions (ie. fetch the oil, build more stuff, make more armies) there are also limited resource missions. The CPU will normally attack or patrol nearby whilst simultaneously building his own structures in the distance. This adds to a more realistic, frenetic pace to your missions. You must consider both defence and attack at all times.

Of course, as with most games in this genre, two-player mode is where it's at. With networking ability for up to 6 players, the action is more frantic than ever. While the CPU does offer great competition, it's really only training ground for the human AI. Available in late November, KKND could be a Christmas buster.



## » Batman Forever PlayStation/Saturn PC CD ROM

AVAILABLE: DECEMBER

CATEGORY: BEAT 'EM UP

PUBLISHER: ACCLAIM

PLAYERS: 1-2



Holy arcade translation, Batman! The digitised fighter is on it's way into your lounge room, and will hopefully be a tad more entertaining than the Warner Bros Movie World ride. The game was popular for it's unique "zooming" effect of re-scaling the characters to suit the scenery as you progressed your way through Gotham City's slimy backstreets in an attempt to foil Two-Face and the Riddler. Of course, you play as either Batman or Robin and it's a very "beat 'em up" affair with the addition of some fighting game mechanics. We can safely assume that the translation to the home systems should be pretty accurate, including all the glorious sound effects and Gothic music. Now we can sit and wait for the next Batman instalment starring... George Clooney? Geez.







## NBA Jam Extreme

PlayStation/Saturn  
PC (Win 95)

AVAILABLE: **NOVEMBER**  
CATEGORY: **SPORTY**  
PUBLISHER: **ACCLAIM**  
PLAYERS: **1-4**

This is the ultimate version of the NBA Jam series, and it's winging it's way from the arcades and onto our home systems. In case you weren't aware, all the animation has been replaced with Acclaim's motion-capture technology (thanks to the moves of Washing Bullets' forward Juwan Howard), providing realistic on-court action.

Packed in here will be 170 NBA players, the Smokin' feature, struggling and diving as well as the "extreme" button which allows you to perform insane dunks such as a three-story helicopter-style dunk and flip dunks. Basketball freak will be pleased to know that NBA Jam Extreme also includes alley-cops, a host of secret players (of course) and full season play. There's also the instant replay feature and the chance to relive highlights of the game, and marvel at your own radical abilities. No wonder they've got Big Heads! For that full, ego-massaging NBA experience... NBA Jam Extreme will be hot all over again.



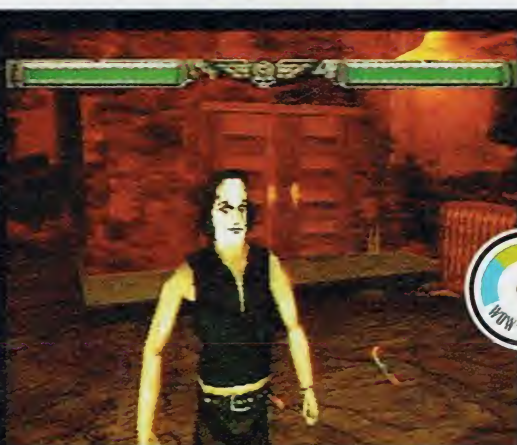
## The Crow: City of Angels

PlayStation/Saturn  
PC (Win 95)

AVAILABLE: **DECEMBER**  
CATEGORY: **BEAT 'EM UP**  
PUBLISHER: **ACCLAIM**  
PLAYERS: **ONE**

The Crow has certainly has achieved cult status. The film grossed something like \$100 million worldwide and spawned a line of hot-selling Marvel comics. Unfortunately, Brandon Lee won't be reprising his role in the upcoming sequel, The Crow: City Of Angels, as he is kinda dead. But thanks to the folks at Acclaim, you will be able to fill his shoes in a new 3D beat 'em up based on the new film.

Stunning graphics, eh? Let's just hope it's as responsive to play as it is nice to look at. From what we can tell, you'll be taking on endless streams of thugs in a 3D fighting/scrolling beat 'em up fashion. It seems your specialty will be leaving piles of bloody corpses around the place, which I guess is nothing new, but the gameplay looks to be tilted towards a Resident Evil-like adventure as well. The trusty old karate kick may not be the answer to everything in City Of Angels. Full review real soon.





# 

AVAILABLE: JANUARY

PLAYERS: ONE

CATEGORY: REDNECK RACING

PUBLISHER: PSYGNOSIS

Fans of motor sport mayhem are well catered for this summer with two awesome driving games from Psygnosis. Destruction Derby 2, seen elsewhere in this issue, is to be followed shortly by Monster Truck Rally (which will be known in the US as Thunder Truck Rally because of Microsoft's Monster Truck Madness).

Besides the obvious excess of rev-headed carnage, Thunder Truck Rally has a lot in common with DD2 and the two games have been developed side by side with a few staff working on both projects. More importantly, however, both games are 'second generation' developments for the PlayStation. This means that the programmers have had time to explore the limitations of the hardware and have managed to push it further than was previously thought possible.

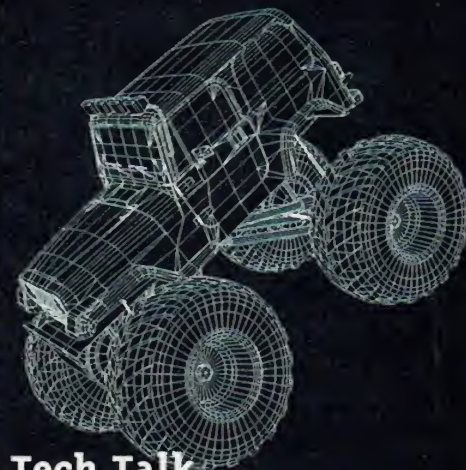
There are two completely different sections of the game to race in. The first is the familiar car-crushing drag races that monster trucks are infamous for. Here you go up against one other competitor in a head-to-head race to see who can destroy the most parked cars within a two-minute time limit. The ill-fated cars are lined up in a neat row in the centre of a stadium and as soon as the announcer counts down to zero you're off, with no silly rules to worry about.

The Endurance Mode sees you and several other competitors travelling all over the country-side in a bid to be the first to successfully negotiate your way through a number of check points. Should a competitor be making off from a check point ahead of you, cut across and give him a friendly nudge from your roo-bars to send him rolling down the cliff, giving you the chance to catch up.

The beauty of this part of the game is that there are no defined roads of trails to follow. You're free to traverse the huge islands in any which way you please and, although it pays to follow the terrain, there are plenty of sneaky short cuts through ridges and across rivers if you look for them. In addition to the basic orienteering rallies, there are also games which require skill and finesse, for instance driving carefully along winding cliff tops and getting safely around other such obstacles without damaging your truck too much.

There are currently 10 different vehicles planned, but not all of the trucks are four wheel drive. The difference between the 4WD and 2WD vehicles mirrors realistic differences, trucks that send power through all wheels will obviously have an easier time climbing slopes, while those with standard rear wheel drivetrains will have better acceleration and a higher top speed. These factors will also be different for all the vehicles and no two will be exactly the same. What's more, they're not all monster trucks! You'll also be racing with monster jeeps, monster sedans and even monster combi-vans!

There were also going to be cute little bunny rabbits that scattered wildly in your path, some not quickly enough, but the spoilsports in charge of approving games at Sony wouldn't allow it. Damn!



## Tech Talk

*Martin Edmondson is the boss of Reflections, the British software development house which is responsible for putting Psygnosis on the PlayStation map with the hugely popular Destruction Derby. We managed to catch up with him recently and had a chat about his latest game.*

**Hyper: How are the islands and courses in Thunder Truck Rally designed?**

**Martin:** The basic design is first sketched out on paper, then we draw it using a custom software utility which uses the PlayStation hardware together with a high-end Pentium. We can then build up hills and mountains from sea-level and change the texture of the ground, etc. This happens in real time so we can instantly see what it looks like. This is passed to a development kit where we can play the level immediately and see what needs to be changed, and the process is repeated as trees and other scenery is added until we are happy.

**Hyper: What aspects of design and programming were the most difficult?**

**Martin:** The modelling of the truck's suspension took a while to finish and optimise because we wanted four-wheel fully independent suspension. We spent a lot of time playing with the handling to make sure the trucks reacted correctly with the landscape. The handling is based on real physical models, but after the maths has been programmed in there is the inevitable tweaking to make sure the playability feels right. One factor which never seems right when set to the correct value is that of gravity; if you use the real value it feels far too weak, as if you were racing on the moon!

The area that gave us the most trouble, however, was that of streaming the track geometry off the CD - making sure that all the scenery that was about to be displayed had loaded in time and was ready to be displayed. During the early stages of development we found that as the trucks raced across the landscape half of the scenery would refuse to appear.

**Hyper: What are you most pleased with?**

**Martin:** I think the look of some of the effects turned out very well. The lens flare, for example, adds to the realistic atmosphere as your truck turns toward the sun. Another effect we added was that of shadows. Each object (including the hills) casts a simplified shadow on the surrounding scenery. This looks particularly realistic in conjunction with the sun and the flare as players race through a valley in shadow and come out into the sunlight. --









## Tunnel B1

Playstation/Saturn/PC CD ROM

AVAILABLE: NOVEMBER

CATEGORY: SHOOT 'EM UP

PLAYERS: ONE

PUBLISHER: OCEAN

The earth is in trouble once more. Desolation, despair, destruction, doom, and several others words beginning with "d" have been sweeping across the planet. Some bloke, you see, has created the ultimate weapon that could obliterate all life and, more worryingly, he has displayed the tendency towards insanity that would be required to use the damn thing. Clearly, something must be done.

This is the plot to Tunnel B1. Quite what it has to do with a high speed 3D shoot 'em up that has you screaming through sleek, sexy tunnels (all fully light sourced and beautifully textured) and blowing things up (Ocean promise that all enemies possess highly advanced artificial intelligence - so maybe you won't be doing all that much "blowing things up" after all!), like an Impact Racing on steroids, still remains to be seen. However, if the demo we saw at the E3 show was anything thing to go by, and the final game plays just as well, then it won't matter at all. Tunnel B1 looks like an AI game.



## Black Dawn

AVAILABLE: DECEMBER

CATEGORY: ACTION

PLAYERS: 1-2

PUBLISHER: VIRGIN

3D aerial combat is becoming an increasingly popular genre on the PlayStation, and it is getting harder by the minute to stand out from the crowd. However Black Dawn (from the creators of Agile Warrior) may just have what it takes to do just that, as this flight sim is one of the few which will feature 2 player simultaneous action. Best of all this isn't going to be achieved by lumping two gamers in one chopper, instead Black Dawn gives you a helicopter each.

Now whilst it is going to be interesting to see just how the designers manage this feat without compromising frame rate or cluttering up the screen, the attempt to include 2 player simultaneous play has to be applauded. The game will also even feature a two player assault mode where players can fight each other (much like the cool Sega Coin op - Wing War).

Black Dawn is set in the future, when terrorist activity is reaching an all time high. Efforts towards regional stability and peace are failing, compromised by assassination, genocide and racial strife. Separatism, nationalism, religious fervour and overpopulation are fuelling the fires of conflict. There are 32 different missions which will immerse the gamer into tension filled combat in eight different world hot spots.

The game's spectacular high quality graphics makes use of a real time 3-D engine, which features 3D explosions, terrain lighting, shadowing and other advanced special effects. There's also advanced artificial intelligence in the hundreds of enemies who will act and react to the gamers every move.

Looks hot and we should know for sure real soon.





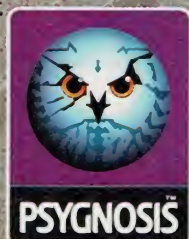


PlayStation

PAL

PC  
CD ROM

# DESTRUCTION DERBY 2



PSYGNOSIS

711719631729



**extreme**  
punishment for cars



G





9

## PC/MAC CD ROM

AVAILABLE: NOW

CATEGORY: ADVENTURE

PLAYERS: ONE

PUBLISHER: GT INTERACTIVE

What do you get when you bring together actors Robert De Niro, James Belushi, Christopher Reeve, Cher, Aerosmith's Steve Tyler and Joe Perry, and artist Mark Ryden? And then let them create an interactive CD ROM adventure? You would get 9, that's what.

9 is a surreal, Myst-styled adventure game produced by Tribeca Productions (De Niro's company), designed by Ryden and Aerosmith, and featuring the voices of everyone else. The game is set inside the Last Resort, an enormous ruined house that was once the home of many respected artists and a place where such people could let their creative juices flow, so to speak. Your uncle, who was the founder of the resort, has sadly passed away and now it is up to you to restore the house to what it used to be.

You must wander through the stunningly detailed interior of the Last Resort, confronting all kinds of surreal contraptions and bizarre puzzles and gasping at the sheer incomprehensibility of everything that happens around you. Why is that tiny man with the gigantic head wearing goggles and following you in a model WWI fighter plane? What on earth is a gurgling slug on a spike doing in the middle of the living room?

9 looks like Myst meets The Residents' Bad Day On The Midway and is set to be the strangest game of the year. Take a look. We'll tell you what we think next issue.



## » The City of Lost Children PC CD ROM/PlayStation

AVAILABLE: JANUARY/FEBRUARY

CATEGORY: ADVENTURE

PLAYERS: ONE

PUBLISHER: PSYGNOSIS

Generally speaking, foreign films (that is, anything not churned out of Hollywood clone factories) are often neglected by film-goers who have an un-natural aversion to sub-titles. Which is a great shame, for if you fit into that category you're unlikely to have seen the delightful French film upon which this game is based. This film appeared, all too briefly, in a select few cinemas about a year ago and was thoroughly enjoyed by all who made the effort to go and see it.

Directed by Marc Caro and Jean-Pierre Jeunet, who previously worked on the film Delicatessen, The City of Lost Children takes place in an dingy dockland area in a non-specific time and location that is vaguely reminiscent of Oliver Twist meets Jules Verne, with surreal overtones courtesy of Dali and Escher. The story is about the relationship between Miette, a 10 year old orphan working as a petty thief for the evil Octopus Siamese twins, and One, a circus strongman in search of his kidnapped young brother Denree.

This is an adventure game which puts the player in control of Miette as she journeys through the city interacting with the various inhabitants, some helpful, some positively dangerous. Her goal is to reach the mysterious oil rig where she believes Denree (and the rest of the lost children) are held captive by the dastardly Dr Krank, who steals children's dreams because he cannot dream himself.

The most striking aspect of The City is the amazing detail captured in the graphics. Not only are all the key scenes from the film exactly replicated in the game, but the rest of the city, such as the side streets and behind the buildings, etc. has also been created in 3D to allow the player movement through areas that were only alluded to in the film. This has been made possible through collaboration between the game's designers and Jean Rabasse, the film's set designer, who provided invaluable advice and original blueprints from the film.

The wonderful graphics and incidental sound create the perfect atmosphere for the adventure and the game itself is just as enjoyable. While it is made up of typical adventure game objectives, such as finding a certain item to give to a certain character and so forth, it is the impeccable and meticulously detailed way in which the whole game is presented that draws the player in to its unique world. As with the film, the game of The City of Lost Children is destined to be an instant cult classic.







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## Tobal NO.1 PlayStation

AVAILABLE: FEBRUARY  
CATEGORY: 3D FIGHTING  
PLAYERS: 1-2  
PUBLISHER: SQUARESOFT

3D fighting games are still really a new field, Virtua Fighter was the first, and that's only a couple of years old. Whilst we've seen mastery of the art of making the combatants appear 3D, actually having a 3D feel to the combat is something that even the best of these games have lacked. Toshinden came fairly close, having a means to circle around your opponent, but even this feature was very rigid and didn't really make the whole thing handle any better. But now Squaresoft have released Tobal No.1 in Japan, and it looks to be one of the most cleverly thought out fighting games we've ever seen.

The most significant feature in Tobal is the way you can move in any direction around the ring by simply pushing the d-pad that way. Jumping, blocking and all attacks are performed with buttons. The characters also fight a little more realistically than in your average fighting game, with most of their moves looking quite plausible (like jumping a metre off the ground as opposed to fifty feet). The throwing system also looks great, with players having the ability to reverse a throw in a very realistic manner.

In addition to the impressive gameplay, Tobal No.1 also features high-res graphics throughout and runs at a silky smooth 60 frames/sec. The polygons aren't texture mapped, which is part of the reason the whole thing runs so quickly and smoothly at high-res, but after playing for a few minutes you don't notice the lack of textures. The dynamic backgrounds also help add to the overall appearance of the game, however they don't seem quite as stunning as Star Gladiator.

Even more impressive than the fact that Tobal No.1 is an innovative fighting game, it is also the first fighting game to feature a "Quest mode" which is somewhat of a cross between a fighting game, Doom, and an RPG. Running through 3D mazes, the player encounters monsters, traps, puzzles and items that he or she can carry around, throw, eat, sell, etc. Completing quests allows the player to access Boss characters, so there's a real reward for playing through them.

Tobal No.1 is one of the most impressive fighting game efforts we've ever seen, with its strength lying in great gameplay and realism. If you're into the fighting games with scantily clad women performing ridiculous special moves, then don't let Tobal No.1's apparent lack of such things scare you away...this could be the fighting game you always wanted.





"SPEED'S THE BUZZ. NOTHING ELSE MATTERS. JUST FLOOR IT,  
AND SMASH ANYTHING THAT GETS IN YOUR WAY."

Jez. Joyrider. Age 18.

# ***Screamer2***

**SO FAST, IT'S CRIMINAL.**



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ANTICIPATED CLASSIFICATION OF G







## The Fallen PC CD ROM/PlayStation

AVAILABLE: FEBRUARY

CATEGORY: ADVENTURE/RPG

PLAYERS: 1-NETWORK

PUBLISHER: PSYGNOSIS

Of all the Psygnosis titles currently in development, *The Fallen* from Sensory Deceptions is looking to be the most exciting. It's not the graphics, for they are designed to be functional rather than look pretty, and it's not the hands-on gameplay, again, this aspect merely provides the interface between player and game world. Nor is it the well worn plot: post-apocalyptic world domination is your goal. What does set *The Fallen* apart from almost all other games to date is the ambitious concept of a fully interactive, totally non-linear world in which the player is free to do anything they want.

To understand the game properly, you first need to have a basic understanding of the setting. To generalise, the scenario is somewhere in the not too distant future and society is starting to crumble. A new, instantly addictive drug has infected the minds of large segments of the population and the police are at a loss to deal with it. Enter The Lords, an elite security force which quickly (suspiciously quickly...) solves the problem and are hailed as saviours by the populous, soon replacing the regular cops altogether. Life is sweet, as long as you obey the laws of The Lords and the corrupt politician controlling them. Those that don't play ball (criminals, dissidents, etc.) are expelled from the cities to live in outer colonies with other misfits. They are The Fallen of the game's title.

And this is where the game starts, with you, one of The Fallen, searching for a way back into the city to uncover the truth. To do so you have to talk to other people to uncover information leading on to further parts of the game, similar in a way to most RPGs. However this is where *The Fallen* is different to anything else.

All the characters go about their own lives independently and relate to each other in a complex structure of respect determined through experience. To deal with any of them you have to gain the appropriate standing in their view. For example, if you want a gun and you go up to someone you've never met in the street and ask them for one, they'll probably tell you to get lost, and may even dob you in to The Lords. So maybe you have to go: talking to someone in a pub, and they might just offer you some work delivering groceries. Do this successfully and they'll ask you to make a delivery of something not so legitimate. Once done, the two of you are best mates and they're more than happy to show you their cache of illegal firearms. However, making an acquaintance of this person could well make you an enemy of someone you've never met who doesn't like your gun-running mate, and this will complicate matters in the future.

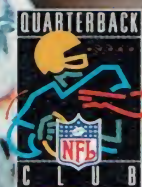
This complex chain of interaction between characters extends to every facet of the game, steal a car and the owner will be after you the rest of the game; kill someone and their brother will be out for revenge.

It's impossible to fully explain how this game operates in such a limited number of words, it's something that you really need to experience for yourself, however *The Fallen* is one of few games that has us really excited.



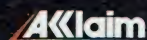
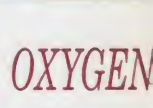


# NFL QUARTERBACK CLUB 1997

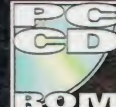


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## » Stadium Hero '96 Data East

The REAL stadium heroes will always be the Christians back in the days of the Roman Colosseum. Those guys only wished they had baseball bats. Fortunately, people are no longer fed to the lions, although if you do play Stadium Hero '96 you can be a baseball playing Tiger. Actually, you can be one of eight different teams (including the Tigers), with each team having different abilities (batting, pitching and speed) to bring to the contest.

Batter up. After selecting your team and your team hero (either a pitcher or a batter - I choose batter), you take to the plate. You have the ability to move the batter in all four directions over the home plate. The pitch is made. Try to position your batter so as the end of his bat will strike the ball for maximum effect, which is, of course, a home run.

Sooner or later your team will be run, caught or struck out and it's your turn to take to the field. Controlling the pitcher and his type of throw (curve ball, fast ball etc) is made with the joystick. Once the ball is hit, it's up to you to control the nearest team player to attempt to catch it (diving or jumping). If it's not caught, you must attempt to run out the opposition by returning the ball to the desired base. At any time during the game you can select time out (button C) and make a change to the batter or pitcher, which is of key importance when the bases are loaded.

To continue, you've got to win 2 innings (of 8) and it may well take you a few games to master the controls, especially the running, as I often found my player running past the desired based and getting tagged out.

The graphics and sound effects are excellent except for the fact that none of the characters have eyes, only black gaping holes, which makes them look like a bunch of zombies.

Whether you're a fan of baseball or not, Stadium Hero '96 is still worthy of a few coins and is quite fun when in competition with a friend.

♦ ♦ ♦



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## Speed Up Gaelco

Every month, a new car racing game appears in the arcades. Some become benchmarks and classics, like Daytona and Sega Rally, while others bleep quietly in the back corners of the arcade parlours. So where does Speed Up fit into the picture?

For a start, any post-1995 racing game with only high and low gears is already losing points. And any game in which you can keep the pedal to the metal, even on the 'expert' course, is hardly made for a skilful driver. Where Speed Up comes into its own though is the level progression. You must finish the race and not come last. At first, the race is against six cars, then five, then four etc etc. Luckily the computer is quite generous in creating a competitive race, as even if you stack or leave the track, the computer vehicles are never far from reach. The key to winning this game is by ramming and blocking the opposing vehicles to secure a position for the next race.

A quick bit of fun but nothing else I'm afraid. We'll have to wait for next month for another car simulator to enter the race to take our hard-earned cash.

❖ ❖



## Total Recoil Virtuality

At last, a "virtual reality" game with a "real" gun, and a shotgun at that! Total Recoil is actually two games in one. Choose either "Trap Master" in which you shoot 'ducks', otherwise known as clay pigeons. Or choose "Quickshot Carnival" which is of course a "step right up, shoot the moving targets and win a prize" type scenario.

Either game, for some reason, seems to subliminally compel the user to don overalls, gumboots, flannelette shirt and buy a pick-up truck filled with Budweiser beer. Is it the shotgun or the "good ol' boy" voice over which accompanies you through this high-tech, yet '70s trailer park style game? Play and find out for yourself.

Short-term, simple fun.

❖ 1/2



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#### WE LOVE OUR DR

There's something about Wipeout 2097 that seems so... right. Everything just looks so slick and polished, and that's no small thanks to the Designers Republic. Fans of Pop Will Eat Itself, and graphic designers everywhere will recognise the ultra stylish artwork of DR throughout Wipeout 2097. All logos, typeface and artwork has been done by DR, and considering that the soundtrack is also done by some of the most highly regarded musicians in their field, it all makes Wipeout 2097 one of the most professionally produced video games ever.

# Wipeout 2097

As the entourage of 32bit racing games keep rolling by, Psygnosis continues to prove they lead the pack with Wipeout 2097. We strap DAN TOOSE into the drivers seat...



One could quite safely say that Psygnosis are fast becoming experts in the racing game genre, with the recent success of the long awaited Formula 1, and earlier success of games such as Destruction Derby, and of course, Wipeout. If there was any doubt as to their ability to pump out a great racing game, it was forgotten about 3 seconds into Wipeout 2097.

Wipeout 2097 is a futuristic racing game, where you take on the role as one of the racers in the F5000 AG Racing League, doing your best to race, blast and fluke your way through various anti-grav tracks around the world. As if the first Wipeout game wasn't good enough, Psygnosis have done their research, figured out what could possibly be improved and gone out and done it.

The controls are now just that little bit more responsive, so there's a more definite feel as to what you're doing. Many folks complained that they just kept hitting the walls and couldn't get anywhere because of it. Now wall collisions are much more realistic, with the angle at which you hit the wall determining what happens. If you just nick it, there's a few sparks, a brief grinding noise, and little more... If you plough headlong into a barrier, you come to a dead stop and ding your vehicle up a bit. It's gobs of fun to hang a corner wide, hop up on the edge and grind your way down the next straight for a hundred metres or so. The nicest visual addition to Wipeout 2097 has to be the glowing blue exhaust stream that pelts out of the back of your AG vehicle, it even follows the curves perfectly.





## Zoomin' and Boomin'

While Wipeout 2097 is a racing game, it also has a fairly strong emphasis on using weapons to further your position in the race. There are eleven weapons to pick up, some blatantly nasty like the energy bolt that kills opponents if you manage to land a direct hit... some benign, like shields or energy packs. The weapon that really turns heads is the "Quake Disruptor", which literally grabs the track and shakes it, sending a huge wave crashing towards those vehicles ahead of you. Handiest of all the pickups is the Autopilot, which lets you kick back for a few seconds while the your craft is guided through some of the course at breakneck speed at the perfect line.

There are now four racing classes, Vector (nice and slow for beginners), Venom (standard), Rapier (fast and furious), and Phantom (blood flows from the ears, eyes and nose). At first, there are two tracks for each class, and only upon placing first in each track do you get the chance to enter a challenge mode, which puts you through all six tracks again at Rapier class. To make things tougher, this challenge gives you only three chances through all six tracks, so if you don't come in the top three in each race, you lose a chance... and if that wasn't rough enough, you need to place first to get to the next track! Completing this challenge will allow you to play in the Phantom class.

You can choose to race one of four vehicles, representing the different racing teams, with each craft having different top speeds, handling ability, etc. There's also a hidden team, Pihrana, which have a rather amazing prototype AG vehicle for you to try out.

For those lucky enough to have two PlayStations, two TVs and two copies of Wipeout 2097, there's head to head racing features, with or without computer opponents. There's also time trial mode for those that wanna just race against the clock, and naturally all the special features to save all your best times.

This is perhaps the best produced video game we've seen yet, drawing upon the top quality soundtrack (thanks to bands like Prodigy, Chemical Brothers, Leftfield & more), and some of the best graphic designers in the world (Designers Republic) to make it a shining example of what can be done when a game is done right. If you have a PlayStation, you need Wipeout 2097.



AVAILABLE: NOW  
CATEGORY: RACING  
PLAYERS: 1-2  
PUBLISHER: PSYGNOSIS  
PRICE: \$99.95  
RATING: G

**VISUALS**  
**98**  
This is far and away the most visually spectacular game on the PlayStation to date.

**SOUND**  
**96**  
Just like the first Wipeout game, the brilliant soundtrack and SFX are virtually flawless.

**GAMEPLAY**  
**94**  
A truly amazing racing experience with unsurpassed speed and intensity. The weapon array just makes it even better.

**LONGTERM**  
**95**  
There's enough long term challenge here to last you for yonks.

**OVERALL**  
**95%**  
Possibly the best racing game ever. A must have for all PlayStation owners.





# Kirby's Fun Pak

*Compilations seem to be in season right now...*

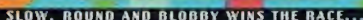
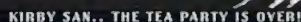
DAVID WILDGOOSE test drives Nintendo's latest effort, Kirby's Fun Pak.



Kirby has been a regular in Nintendo gaming for years now, although he's never achieved the popularity or level of recognition of Mario or Donkey Kong. This is probably because while some Kirby games have been very good, he hasn't yet been the star of a really big title. What he has been the star of, however, is many of the cutest games of all time. Kirby's Funpak is another one.

I mean, just look at the little bloke. He's a roly-poly, cuddly-wuddly pink blob with such sad eyes and titchy round red feet and a couple of pink shapes on either side that might be arms or they might be ears. Really, he's just gorgeous. When he goes for a swim he dons a pair of goggles and a snorkel and when he jumps in the air he blows up like a balloon and floats around. And, best of all, when he starts running, his cheeks puff out and his feet scurry along all in a blur. I simply cannot imagine a sweeter, more lovable game hero - and he truly is a hero, too.





## GORS OF GAMES



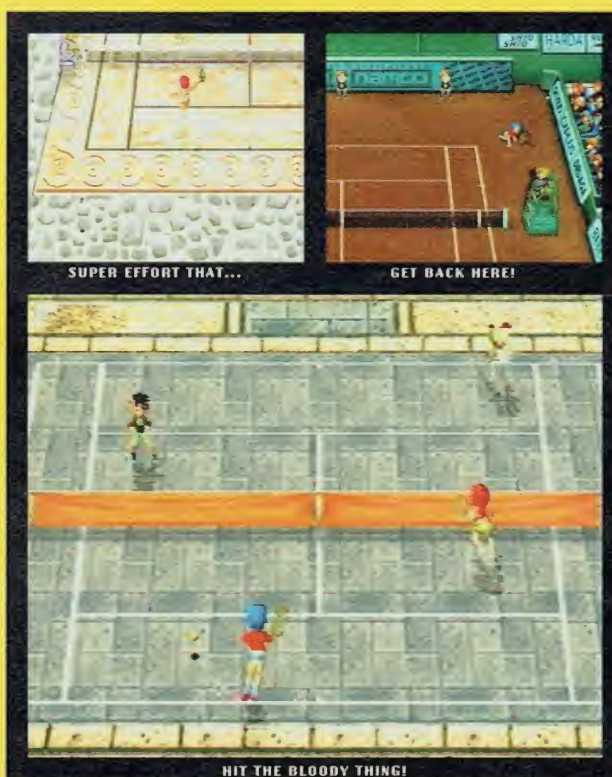
# Smash Court Tennis

There's already been a couple of PlayStation tennis sims but now Namco get into the action. DAVID WILDGOOSE lobs one over the net...



## BEAUTIFUL CONTROL

Controls are beautifully simple. You have four shots at your disposal - a normal shot (when you want to take the pace off the ball or just get it back in to play), a hard shot (for that pass down the line), a super-hard shot (be careful with this one cos you need a lengthy wind-up), and a lob (for when you're in deep trouble). Slight (and slightly more than slight) alterations can be made to these with after touch. Holding left or right will make the ball head in that direction, while up and down make the ball dip sharply or float deep (depending on which end of the court you are at). All in all, it gives you a very pleasing and well balanced array of shots, though perhaps it could have done with some kind of incredibly-hard-to-perform-but-lethal-when-you-manage-it special shot for each character because it just feels like that sort of game.



The scene is a small island. Littered around the perimeter are a number of perfectly triangular fir trees. A jolly fisherman stands by the shore in the southeast, dangling his rod into the deep blue water, while to the west is a short pier with a dinky little dinghy attached to it. There is a tennis court in the lushly green middle of the island. Acting as net judges are a pair of elves with green hats sitting ever so cutely on a couple of tree stumps.

"Advantage Receiver!"

At the far end is Carol (with her shock of pink hair) and Dan (distinguished by a neat pink sweatband), their knees bent ready to receive serve. Nina (long, flowing green hair) moves closer to the net as Mike (middle-parted blue hair) bounces the ball to calm his nerves. On Match Point to the Carol/Dan combination, Mike tosses the ball skyward and belts his serve...straight into the back of Nina's poor head.

"Fault!"

She tumbles to the ground and sobs quietly, before rising back onto her feet to soldier on. Mike serves again, Carol returns, and Nina completes her magnificent recovery by putting the volley away behind Dan...and it bounces towards the trees whereupon it thumps into the rump of a sleeping baby bear, who awakens, turn to the players and growls, "Grrr!", before falling asleep again.

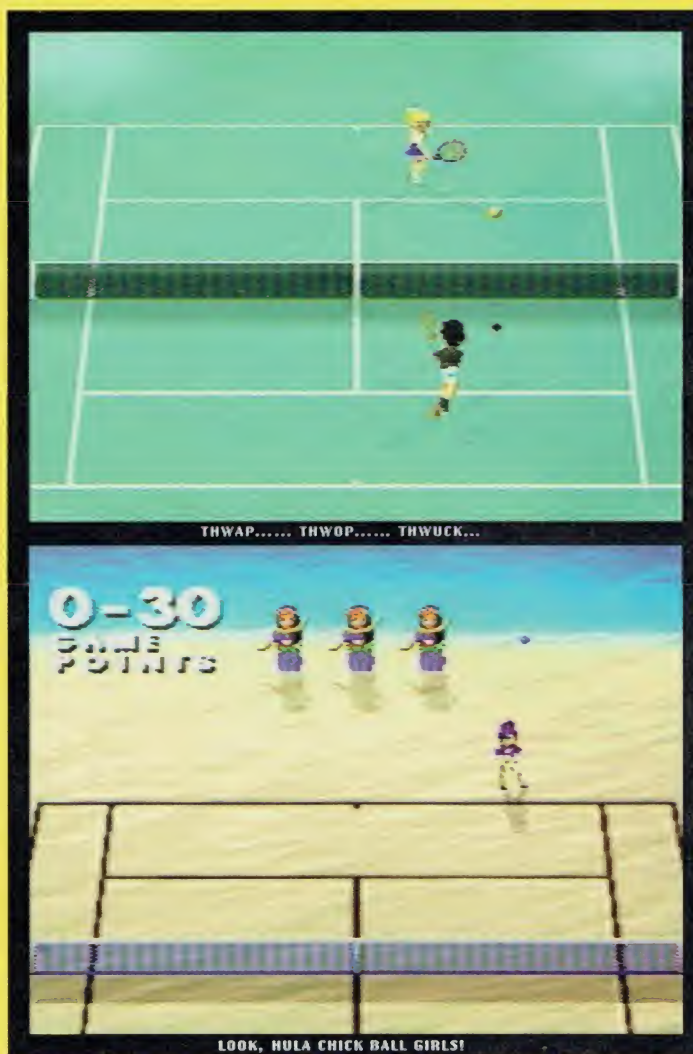
"Deuce!"

Smash Court Tennis is the best tennis game on the PlayStation.



If all this sounds and looks vaguely familiar it is probably because you own a SNES and have played a game called Smash Tennis on it. If it doesn't then you ought to know that Smash Tennis is a great little game - a tennis game with an equal emphasis on cutesy fun and effortless playability. Smash Court Tennis is not so much a sequel, than a hugely enhanced 32-bit version. For starters, Namco have beefed up the graphics enormously. Whilst Smash Tennis was never the most visually striking game ever (I guess there is only so much you can do with a tennis game, so long as you want it to remain playable), here they've really done the business. So even though every screen is fundamentally the same - there is, naturally, a tennis court, a few players and some sort of backdrop for each one - they are all bursting with character, charisma and joyous graphical delights.

There are a dozen or so distinctive courts to play on ranging from ancient Greek village squares to medieval castle throne rooms to ones with Pacman in the centre. Incidental effects like those mentioned earlier, plus hula dancers on the beach, birds flying overhead, and loads of other surprises, provide a welcome touch of humour and the opportunity for many silly sound FX, too. Best of all, though, the graphics have been improved without detracting from the simplicity of the gameplay. So many sports sims throw all manner of 3D views at us and seem to forget the fact that we really want to play the game, not just watch it. Smash Court Tennis has a gorgeous overhead view that follows the ball, but retains enough of the court on screen for you to see everything at all times. It's nice to know that sometimes people really do care about us.



AVAILABLE: DECEMBER

CATEGORY: SPORT

PLAYERS: 1-4

PUBLISHER: NAMCO

PRICE: \$99.95

RATING: G

#### VISUALS

86

Hardly state-of-the-art, but lovely all the same. I think I've got a crush on the girl with the pink hair.

#### SOUND

60

Cute FX, sporadic speech, terribly average game music. Should have been much better.

#### GAMEPLAY

89

It's what you want - simple to learn, tough to master. And, most of all, lots of fun!

#### LONG TERM

90

I can't see any reason why you should ever get bored of this. Unless you hate tennis, of course.

#### OVERALL

88%

The Stefan Edberg of tennis games. Everyone loves him.

#### Individual Personalities

The players are superbly animated. They're made up entirely of polygons and look all the better for it, as they appear incredibly solid. They're all bright and colourful and possess their own individual personalities as well. You see, that's the great thing about Smash Court Tennis. The players might not be "real" players like Sampras, Ivanisevic or Chang and they might initially appear to be generic misproportioned Japanese game heroes, but after a while you'll grow to love them. You'll begin to recognise their respective strengths and weaknesses. You'll soon have your favourite players, those who suit your style and strategy, and prolonged play will result in the development of great and bitter rivalries. Some players have huge serves, but poor ground strokes; others will be really nippy around the court, though with a tendency to mistime their backhand; some are good at the net, while others shouldn't leave the baseline. So you not only must adapt your game to make the most of your player's talents, but also plan an attack on your opponent's weak points at the same time. It's like a fighting or strategy game, when you think about it. Except with tennis racquets.

And I've hardly got room to mention the deliriously good Tennis Club option, where you begin as a complete nobody on the rookie tour and have to play and win your way through a number of minor competitions, slowly working your way to the top and the Grand Slam championships. The difficulty curve is set perfectly, there's heaps of variety in the locations and court surfaces, and it will last you for ages. Something that will undoubtedly last for longer, however, are the multi-player Exhibition games. These cater for all combinations of human and computer players (up to four altogether, obviously) and is the best reason yet to invest in a multi-player adaptor for your PlayStation.

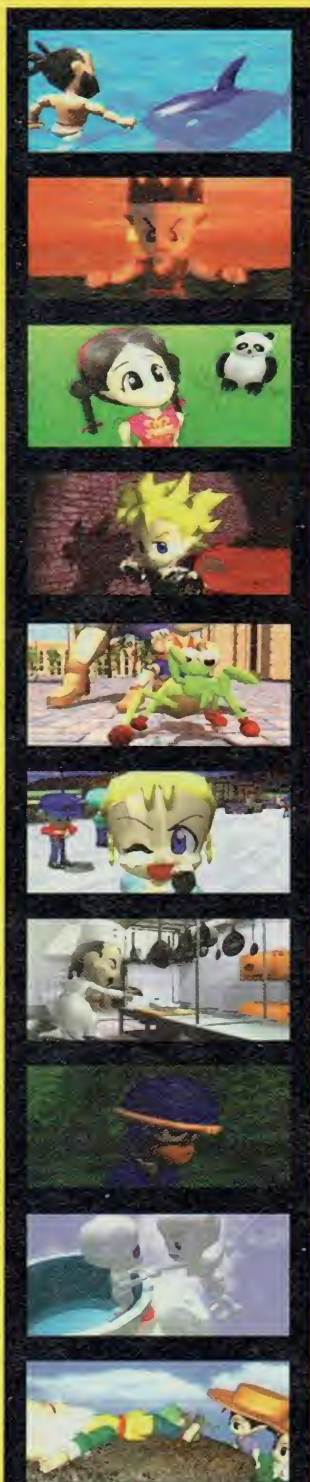
Beginners will find it a hoot, while experienced players will have a fiercely-contested challenge on their hands.





# Virtua Fighter Kids

*It would seem not even the fighting genre is safe from "Japanese Cutesy Syndrome". DAN TOOSE gets a big head over Virtua Fighter Kids.*



## ENDINGS

The thing that sucks you into the game is the extremely cute characters, and just when you think you're over them, you'll finish the game with one of them, and get to see their special pre-rendered ending cut scene, which just seems to make the whole game all the more worthwhile. You can also play back all the ending sequences in the movie room, so you can indulge in the overly cute endings over and over again.



Now naturally it's quite obvious from the instant that the intro starts to play, that Virtua Fighter Kids is not to be taken seriously. Not due to any lack of gameplay or anything like that... it's simply because everything there is meant to make you laugh. It's not that anything any of the characters in this game do are particularly funny, it's their ridiculous body proportions that make even their simplest actions seem quite hilarious. Sega have used the classic Anime technique of inducing cuteness by way of shrinking the body and enlarging the head and eyes.





### Better Run Home To Momma...

Perhaps it may have been more apt to called this Virtua Fighter 2 Remix or something, because that's exactly what it is. Sega have taken the eleven characters from VF2 and "kiddierised" them. Besides the obvious effect of Elephantitus of the head, and the saucer like eyes, very little else has changed about the characters, or their moves. To help emphasise the fact that these are meant to be kids, the characters have all had their voices tweaked a bit as well, so now when Sarah says "Better run home to Momma now...", it just seems that little bit more appropriate. The pint sized warriors also blink periodically, and even grimace or go bug eyed when they cop a serious blow, giving them a little more life than your average fighting game characters seem to have (in a very cheesy way of course).

The backgrounds have also been tweaked, looking much better than in VF2, and also looking a lot more like children's playgrounds. In fact there are a couple of new backgrounds which simply look like the inside of a toy factory. The resolution seems superior to VF2 as well, whether or not this is due to less polygons flying around, or whether Sega are just getting better at this sort of thing, it's hard to tell.



### Overly Cute But Seriously Challenging

Something that many Virtua Fighter 2 fans may find a bit off putting is the way distance works in Virtua Fighter Kids. Since the characters all have particularly short arms and legs now, it means they pretty much have to stand toe to toe to be able to get a hit in. Combat is often quite confusing, since you're trying to observe the movements of tiny limbs, which are all too often obscured by big heads. This problem is really evident when you go to perform a throw and watch all the polygons merge in with one another due to the big heads. In contrast to the distance problem, the game is faster than Virtua Fighter 2, and it is now possible to link a variety of moves together much more fluidly than before. While the game may look overly cute, at the higher levels it becomes a very serious challenge. After a couple of hours of playing, the distance/reach problem seems much less significant, and the game becomes a lot more enjoyable.

There are a couple of new gameplay features in Virtua Fighter Kids that may make the game a tad more interesting to those that are after something new. There's a special combo mode which lets you set up instant combos and special moves by programming in a series of movements to all come off with the push of a button. There's also "kids" mode which makes combos and special moves come out a lot easier, almost automatically. So those that just want a bit of a button bash can actually do a few moves that look cool too.

While Virtua Fighter Kids is essentially the classic Virtua Fighter 2 game with a few extra twists, it's really not a step forwards or backwards... more of a silly step to the side. If you're looking for a serious hard core fighting game, you're probably better off with VF2 or Fighting Vipers... but the VF2 freaks out there will probably lap this up all the same.

AVAILABLE: DECEMBER

CATEGORY: FIGHTING

PLAYERS: 1-2

PUBLISHER: SEGA

PRICE: \$89.95

RATING: M15+

### VISUALS

87

High res graphics and cute visuals are cool but they are let down a bit by polygon collisions.

### SOUND

82

Cute voices, thumps and tweaked music are all quite nice.

### GAMEPLAY

84

Top quality game mechanics, which suffer only from a slight distance disorientation.

### LONG TERM

75

If you're a VF2 nut, you may just find the extra speed a challenge.

### OVERALL

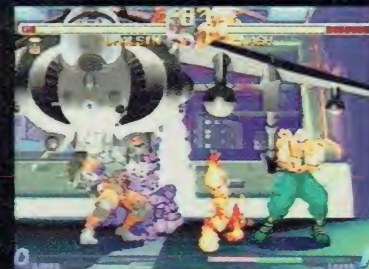
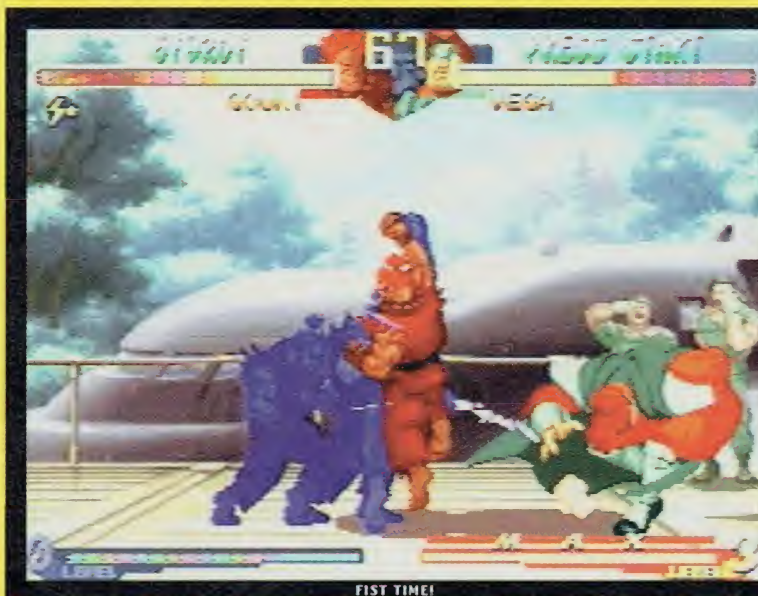
82%

It's not quite Virtua Fighter 2, but it's bloody amusing nonetheless.



# Street Fighter Alpha 2

Just for a change, Capcom have done another Street Fighter game...  
DAN TOOSE pulls on the pyjamas and hammers away at Street Fighter Alpha 2!





How long can the mania last? How many times can we see Ken and Ryu tonk their way around the globe? Well, at least one more time, because we now see the release of Street Fighter Alpha 2 on PlayStation. While most of the Street Fighter games have just been released to squeeze more money out of the fighting game fanatics, Street Fighter Alpha 2 is easily the best of the series thus far, with lots of characters and game features that actually contribute to making the whole thing a better game, rather than just act as filler for a dodgy chapter in an ongoing saga.

As far as arcade conversions go, Street Fighter Alpha 2 is top notch, with everything from the arcade being faithfully reproduced, with quite reasonable loading times, which is often a problem since 2D fighting games chew up lots of RAM (which consoles lack). Street Fighter Alpha 2 has 18 selectable characters, some of which are new. Sakura, the Japanese schoolgirl (now isn't that just a tad cliché?) is the only character that is totally new, while the other new characters have made appearances in old fighting games. Dhalsim and Zangief are back from the Street Fighter 2 series, Gen returns from Street Fighter 1, and Rolento from Final Fight makes his Street Fighter debut.

Street Fighter Alpha 2 is the first Street Fighter game to have a practical counter system, with players able to execute "Alpha counters" with a very simple control pad movement, so there's now a practical way out of that "squished in the corner" problem. In addition to standard kicks, punches and alpha counters, each character has various special moves and super combos. Super combos can be performed as their super meters go up. There are three different levels of power that a super can be performed at, meaning you can save up your power in an effort to completely fry your opponent, rather than just do the super as soon as you are able. The super combos are nothing new, but custom combos are... and they are guaranteed to keep the fighting game freaks amused for hours, since they allow the player to choose which moves are going to go into their big attack. Players "activate" their custom combo and have a limited time to squeeze their moves into the combo. What fun would beating the crud out of your opponent be if you couldn't gloat after you'd done so? No fun at all, so Capcom made sure you could throw in a taunt for good measure.

Even though 2D fighting games are hardly revolutionary when it comes to visual entertainment, the graphics in Street Fighter Alpha 2 are very tasteful, going for a very anime style, making the whole thing seem a little bit cartoon like. There is excessive use of dynamic backgrounds, which can only be considered a good thing. Particularly clever use of this is made in levels such as Chun Li's stage, where you fight in front of a huge mass of cyclists which all cruise by quite oblivious to the battle at hand. There's really very little difference in sound from the old Street Fighter 2 and Street Fighter Alpha 2, with characters screaming more loudly when they perform an attack than when they're actually getting hurt.

There are plenty of different levels of difficulty, so there's something there for the complete novice, and the arcade veteran alike. A feature that is normally reserved for 3D fighting games has also been included in Street Fighter Alpha 2, the ever handy practice mode.

Although there is no storyline within the game, there is a finishing sequence for each character, which helps add a little to the feel of the game. Each character has a mid-boss and a final boss, which are just other delectable characters, but a little effort has been made to emphasise that there's sort of climax coming on.

Street Fighter Alpha 2 is definitely the best in the Street Fighter series, and is probably the best 2D fighter available on PlayStation. The only real bummer with the PlayStation version is that the game is really set up for a controller that has six attack buttons, meaning your average PlayStation owner is going to have to use the shoulder buttons to do a couple of the moves, which tends to be a bit awkward in a fast paced game like this. The actual direction pad is also a bit awkward to use for the various special moves that require diagonal movements, unless you have a 3rd party controller that either uses a stick or a circular pad. A good buy if you really feel the need to have a 2D fighting game.



AVAILABLE: NOW

CATEGORY: FIGHTING

PLAYERS: 1-2

PUBLISHER: CAPCOM

PRICE: NA

RATING: M15+

VISUALS

83

Cool character design and dynamic backgrounds help make the game.

SOUND

82

Some meaty war cries make the whole game far more enjoyable.

GAMEPLAY

86

Plays very well and has a few tasty features to help keep you interested.

LONGTERM

84

Hard enough that it will keep most going for quite some time.

OVERALL

85%

A damn fine 2D fighter, hopefully a sign of even better things to come from Capcom.



# Exhumed

*Ancient Egyptian kings, body-snatching aliens, hot sand and plenty of dark passages. Sounds like just the sort of holiday ANDREW HUMPHREYS is after . . .*



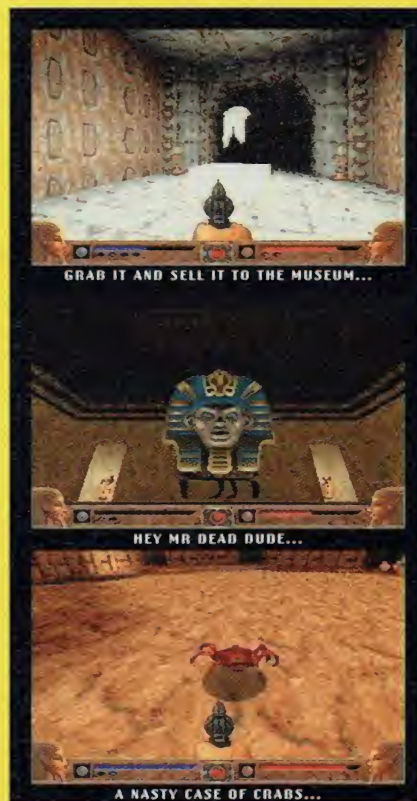
Up until now, there haven't been any first-person shooters (ie Doom clones) on the Saturn — which is somewhat strange considering how popular the genre is. But the times, as they say (well, if "they" are stinky old hippies), they are a' changing. Doom and Hexen are on their way (from GT Interactive), Alien Trilogy is now in the stores (unfortunately, it's not as good as it looks) and so is Exhumed (which you may have seen previewed, or on a PC demo as Powerslave — butch title, eh?) The really good news is that Exhumed is an excellent game. In fact, it might even be the pick of the bunch.

## I Want My Mummy

Exhumed doesn't break any new ground, but what it does (ie, you walk around a 3D world, shooting things, breaking things, exploring and solving puzzles), it does very well. The game engine (you can look up and down with ease and jump huge distances) is solid and lightning fast, the level design is good (including some excellent underwater sections), the weapons are good, the learning curve has been nicely tweaked and the enemy creatures are mean and ugly. The enemy AI isn't up there with Quake, but the monsters are still very annoying.

It's even got a plot, complete with Pharaohs, Pyramids and marauding aliens. Mysterious reports are beginning to filter out of the ancient city of Karnak — human sacrifices, missing mummies, strange creatures with little or no sense of personal hygiene patrolling the streets — that sort of thing. And everyone who goes in to investigate doesn't come back. Of course, the sensible thing to do would be to ignore it and take a nice trip to Barbados, but being the rugged explorer type that you are, you tighten your bandanna and head off to Karnak.

What follows is a well-constructed and developed adventure with an ancient Egyptian theme — lots of sand, dark tombs, cliff tops and camels create just the right atmosphere. It looks lovely too — the engine allows for some excellent textures and light-sourcing — and the detail is very nice. The Saturn handles it with ease, throwing it all around at great speed and a very high frame-rate.







### Unravelling Bandages

Perhaps the game's greatest strength is that it doesn't throw everything at you at once. Starting off with only your trusty sabre, you'll need to quickly find a pistol to make some headway. Soon you'll graduate to the M-60 and Amun Bombs (grenades which are useful for blasting through walls). There's also a flamethrower (which can burn down doors) and the mysterious Pharaoh's staff (ahem) to find. Aside from weapon power, your powers progress as you find certain items. You pick up special booties (which allow you to jump huge distances) and a mask (for breathing underwater) early on in the game.

That means you'll need to revisit different levels several times, exploring areas you previously couldn't reach. It's easy to do too; just find your camel (by the way, Exhumed has, without doubt, the greatest camel samples in video game history), and travel over the central map screen, revisiting any level that takes your fancy to open up new frontiers. Thankfully, the game saves automatically at the end of each level (beats the hell out of passwords).

Like all games of its type, Exhumed relies upon limited puzzle solving as well as action for its gameplay. You'll find all the switches, secret doors and traps you can handle, and the underwater sections create yet more opportunities for instant death (the piranhas are particularly nasty). It's here that the quality of the level design begins to show — you rarely feel more frustrated than you should. The map screen (superimposed over the game image, just like Dark Forces) is always worth a visit and grenade-hopping (as in Marathon and Quake) can help you reach those out-of-the-way ledges.

#### Yes Sir, We Like It

Exhumed is a mightily impressive game. Everything fits together as it should — the music is very atmospheric and unobtrusive, the sounds are good, and the visual effects (transparencies, light sourcing) are appropriately flashy. And the good news is that while this is a Saturn review, Exhumed should be on the PlayStation at any moment with the full PC version not expected out until next March. Well worth a look.



AVAILABLE: NOW

CATEGORY: DOOMY

PLAYERS: ONE

PUBLISHER: BMG

PRICE: NA

RATING: M15+

#### VISUALS

90

A fast, smooth and solid 3D engine with the odd groovy effect thrown in.

#### SOUND

91

Atmospheric soundtrack and excellent effects. Love those camels. HONK!

#### GAMEPLAY

90

Classic, Doomy blasting/puzzle-solving action with excellent control.

#### LONGTERM

85

A hefty challenge will keep you at. Very involving to boot.

#### OVERALL

89%

One of the better Doom-games doing the rounds. Archaeologists will love it.



# Story of Thor 2

*The RPG line-up for the Saturn continues... DAN TOOSE dons the leathers and grips a nearby steak knife to take on Story of Thor 2.*



Those that enjoyed the first Story of Thor game on Mega Drive, or the recently released Shining Wisdom will be chuffed to see the arrival of Story of Thor 2 for Saturn. Story of Thor 2 is perhaps the first real glimpse of what the average 32 bit RPG will look like. Shining Wisdom, whilst being a good RPG, did little to suggest that 32 bit technology was in use at all. Story of Thor 2 may not pump your processor like Virtua Fighter 2, but the use of much larger sprites and much more colourful backgrounds are a definite step forward for what is the unexplored genre of the 32 bit machines.

## Get stuck into the spirits...

One has to wonder why the game is called Story of Thor 2, since you seem to have bugger all to do with Thor, or even Norse mythology for that matter. You play Leon, a strapping young chap who looks like an extra from an old Arabian fantasy movie. Leon's father Ordan has discovered an ancient golden armband that belonged to a legendary figure called Reharl, who used the spirits to defeat the nasty entity named Agito. Ordan also has knowledge that someone or something has also acquired the silver armband that belonged to Agito, and has fobbed off all his own responsibilities as town leader and given you the arduous task of retrieving the missing armband and doing all the work.

What all this comes down to in game terms is that you have to take on the role as the new Spirit King by making allies with the six elemental spirits and then face off against the owner of the silver armband. This essentially splits the game into seven parts; a quest to reach the various elementals and then the end.

Each elemental is at the heart of its own shrine, although it's more realistic to describe them as dungeons. The shrines are filled with various monsters to hinder your progress, but the main obstacles are the puzzles, and generally figuring out how the hell you're meant to get any further. The puzzles have a huge amount of variety, made possible by very clever use of the elementals. Once you have befriended an elemental you can summon it as long as you have access to the relevant materials (for example, to summon Efrete the fire spirit, you need a source of fire). Each elemental has a few special magical powers which you need to use to overcome otherwise impassable obstacles. For example, you may need to pass through a column of fire, which happens to be right next to a column of ice... so you'd summon the fire spirit, get it to melt the ice into water, summon the water spirit, and finally get it to douse the column of fire.







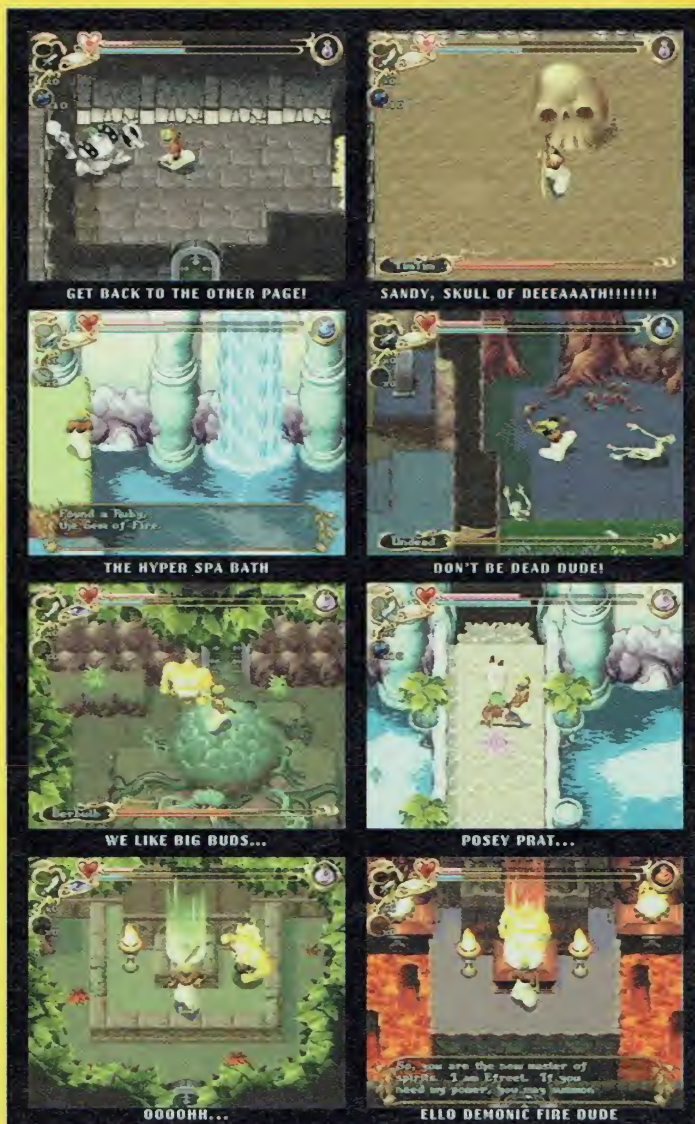
### Real Time Action

In addition to the various elemental spirits, and their powers, you also come across a few weapons which you need to overcome not only monsters, but the puzzles as well. To help emphasise that "real time action" feel, Ancient have added a few special moves which are activated by combinations of controller moves, like in your average fighting game. Each weapon can also be charged with special magical power, which will let you do special things like cut through stone, or zap a seemingly boring plant into a spring which you can use to reach otherwise inaccessible ledges, etc.

The weapons include a short sword, a longsword, a bow, and a rod (more useful than it sounds). Combat is generally quite easy, since your special moves are easy to pull off, and tend to collect any nearby opponent when you perform them. A few monsters are special, like Armour Rats, who are immune to weapons... so get the earth spirit to swallow them whole instead.

Rather than being a game of controller skill, the emphasis is on your ability to figure out what weapon or spirit power you need to overcome the next adversary or obstacle. As you'd expect with this sort of game, there are potions and food sitting around so you can replenish your health and mana, as well as other trinkets which affect you in various ways. Of course there are also people to talk to, but conversation is really one sided, since people simply talk at you without any sort of interactivity as in the Ultima games.

Whilst Story of Thor 2 is a very linear RPG, it's full of many puzzles that have just the right amount of difficulty to keep the game challenging without becoming simply frustrating. The lack of spectacular graphics are not a downfall, in fact it's a refreshing change to see a good emphasis on gameplay rather than a high polygon count. A bit of a must for Saturn owning RPG fans.



AVAILABLE: NOW

CATEGORY: RPG

PLAYERS: ONE

PUBLISHER: ANCIENT

PRICE: \$89.95

RATING: G

VISUALS

68

Nothing great, but it's all clear, and in context.

Nice big sprites.

SOUND

65

A tad monotonous at times, but reasonable.

GAMEPLAY

90

Very cleverly designed puzzles and magic powers make it a winner.

LONGTERM

85

Never too frustrating, never too easy... just right.

OVERALL

86%

A very good RPG which will keep all fans of the genre happy.



# Andretti Racing

EA Sports get into the crowded PlayStation racing game market with a legendary driver lending his name to the action. DAVID WILDCOOSE is the man on the starting grid...



You know that nursery rhyme that goes along the lines of, "When she was good she was very, very good, but when she was bad she was horrid"? I think something similar could be said for Andretti Racing, 'cos when it's good it's not a half bad game, but when it's bad it will really test the limits of your patience. Andretti Racing is simply all over the place, which is surprising for an EA Sports title, and probably twice as frustrating for the very same reason.

## All Options Out

It's customary at this early stage in the review to mention the range of options available in the game. The least interesting of which I found to be the Racing School, where three Andrettis bored me senseless during mock interviews. There are two modes of play - Exhibition and Career. Exhibition is just a single race on any of the 16 circuits. If you're playing solo you get to race against 15 computer cars, while in the two-player split-screen game it's just you and your friend (or you and your friend and two more friends for the four-player linked game). Two different types of car (Indy or Stock) can be chosen, and finally, before you reach the track you should set the number of laps to 3, 8 or 12.

Career mode starts you off as a rookie driver at a lowly-ranked team (again in either Indy or Stock car racing), competing in a 10 race championship season. Perform well and you'll get a drive with one of the better teams. Until eventually, maybe three or four seasons down the track, you could get the chance to be a member of the Andretti Racing Team. No, really, I mean it, you could.

I thought the Exhibition races were a bit dull. The biggest problem is that the Andretti Racing graphics engine is nowhere near the best on the PlayStation. I'm not saying that graphics are more important than gameplay, because that would be blasphemy for a start, but to be successful a racing game needs to be visually impressive. Being OK just isn't good enough, and Andretti Racing looks merely average. I never once felt like I was screaming along the road at a dangerously high speed, which was particularly worrying on the couple of oval tracks where I was almost always hovering around 190mph. This is less noticeable on the twistier circuits, though that's probably due to the fact that there are fewer opportunities to admire the scenery. Which is a shame really, 'cos the twisty tracks have much nicer scenery - I am especially fond of the giant TV screens by the side of the road that show the race as you zip past.

But then again, the twisty tracks have their own problems. Mainly concerning that I often couldn't see the next corner until I had crashed into the wall on the outside of the track. In other words, the horizon is drawn too close and so memorising each circuit is vital for success.



### Making A Career Of It

The Career option, however, is great and makes up for the above failings in ways that the simple Exhibition race cannot. I like the way progress comes gradually over a number of seasons, ensuring a decent long-term rating. And it is so well presented, too. All the usual professional EA Sports presentation is there - the TV host and commentators, the video clips, the descriptions of each track telling you the best places to overtake, etc - creating an absorbing championship atmosphere. I know that I, for one, won't be able to rest until I have taken my deserved place in the EA Sports Racing Hall of Fame.

As you would expect, the two-player races are excellent. What makes these ones better than most is the Speed Compensation feature. Turning this on allows the trailing car to drive slightly faster than the leader, giving them a chance to catch up again and, thus, makes for some very close racing whatever the respective ability of the players might be. This is a good idea, trust me.

### Stock Car vs Indy

The Stock cars are very cool and a dream to drive. You can hurl them all over the road and they don't seem to mind one bit. I don't know what it is, but they just feel somehow "right". The Indy cars though, suck. They twitch and jump everywhere, take far too long to brake and if you touch a wall, even just barely, then all sorts of bits fall off it. This might very well be realistic, but it doesn't matter. What does matter is that the Stock cars are infinitely more fun to play than the Indy cars. So if you're a huge Indy fan then you'll be disappointed. Sorry.

And to continue the pattern of liking one part then not liking the next part, I want to tell you about the Pits. Once you get into the Pits I like them - you can change tyres, refuel, alter height of the front and rear wings (and before the race you can adjust the gear ratio and choose your tyre compound, too) - for Andretti Racing has the simplest and most efficient Pit selection screen I've seen. But on several occasions I found myself entering the Pits completely by accident, simply because they aren't marked out clearly enough. And what on earth were the computer racers thinking of when they once all made pit stops on the final lap of an 8 lap race, allowing me to win by a clear half lap?

Hmm, I'm not too sure what to make of Andretti Racing. It's certainly nothing amazing - it's no F1 or Wipeout, that's for sure - but I enjoyed most of it, nonetheless. So take a look if you're a racing fan and maybe hunt down a copy, if you find yourself similarly entertained.



BR0000000000000000MMMI



A STOCK CAR POSE DOWN...



YEP... NOTHING WRONG WITH THAT BARRIER...



"JUST IN FRONT OF YOUR CAR" CAM

AVAILABLE: NOW

CATEGORY: RACING

PLAYERS: 1-2 (1-4 LINKED)

PUBLISHER: EA SPORTS

PRICE: \$79.95

RATING: G

VISUALS

65

Hardly thrilling and the horizon is too close, but they get the job done.

SOUND

70

Vrrrooom-vrrrooom-scrreech! CRASH! The usual stuff.

GAMEPLAY

74

One good car, one crap one. Two good play modes, one crap one. Above average, then.

LONGTERM

80

Career mode and multi-player games will sustain your interest.

OVERALL

76%

For racing fans only. But there's nothing wrong with that.



# Iron and Blood

DAN TOOSE loves 3D fighting games, and he also loves fantasy RPG stuff... So why the grimace at Iron & Blood?



Software developers Take 2 have come up with the very clever idea of taking a fantasy storyline, applying it to a 3D fighting game, and doing it in such a way to incorporate a bit of an RPG feel to it. Sure, there are 3D fighting games hitting the shelves all the time now, but medieval fantasy themes have remained completely untouched thus far, with most developers favouring the martial arts or futuristic scenarios. So surely this must be a great opportunity to create a game that stands out, right?

Iron & Blood is based around Lord Soth's (evil death knight dude) plans to do away with his rival, Strahd the vampire lord, by sending off a group of nasty assassins to do away with him. Around the same time, eight do-gooders stumble into Strahd's realm, and he convinces them to protect him from the assassins in exchange for knowledge on how to return to their own world. You play as either one of the eight assassins, or as one of Strahd's protectors. As to how the game really follows this plot is questionable, since it seems quite possible to end up fighting Strahd, even if you are playing one of his protectors.

Considering how many 3D fighting titles are around now, you'd expect visual presentation to be high on the priority list. Take 2 seem to have gone to a lot of effort to very carefully texture map all the various characters in Iron and Blood, but have unfortunately let slip a little with the frame rate. Actually this slip is really prominent during attacks, where there's only a couple of frames where there should be a dozen or so.





Apparently most of the moves in Iron and Blood have been based upon the opinions of recognised medieval combat experts. As cool as that may sound, the movements seem quite jerky compared to other fighting games. The backgrounds are OK, but a few look a bit odd, almost like the surrounding environment is really just a room that is wallpapered in such a way to make it seem like it's in an open area. As far as the sound goes, the music is quite corny, often having lyrics rambling about chaos warriors and other crap. There's more use of speech than in almost any 3D fighting game, however much of it is distorted and generally corny when you finally do get to hear it.

#### **Magic Power & Artefacts**

OK, so it's not the best audio visual experience in the world, but who cares, after all, a game is made or broken by its gameplay right? Well despite the chance for a bit more depth of gameplay that the fantasy aspect could have brought, it didn't really happen. The grand plan was to have it so you could build up your character by going into campaign mode (what most people would call "team battle mode"), where you actually fight for magic power, or artefacts that will help you during your bouts. Well, it's in there, but it just doesn't have the impact it could.

To gain use of a magic power requires winning several bouts in campaign mode with the same character, which is fine, except that the magic acquired doesn't tend to make a huge difference to your performance. You also lose that power you've built up if your character gets defeated, and since that's quite likely to happen now and then, you can't really expect to keep your favourite character decked out with all sorts of special powers. There are also artefacts to duel over, but you can't seem to actually get them unless you fight for them at your home background, and even then you have to perform a special move at a specific time to actually get the thing. Having a tough fight for it would be a much better idea.

Actual combat is a bit awkward, with the various arenas being set within magical runes, that blast you back if you cross over them. This just proves annoying, since belting your opponent into the runes usually makes him or her fly back into you, damaging you as well! Too many of the moves make you move way too far forwards, giving you little control of your position should you wish to fight in a tight controlled area, so you tend to have to back pedal a lot to avoid running into the rune boundaries.

As far as the end of game boss characters go, the first one of the lot is extremely hard to defeat, and then the next three, including Strahd (the vampire that is supposedly the most powerful guy in the whole Ravenloft world), are push overs. It's quite bizarre that the Minion of Chaos is ten times tougher than the Lord of Chaos.

Iron & Blood is a good idea gone wrong. Hopefully someone else will try this fantasy approach to a 3D fighting game and get it right. At the moment you're better off going for something like Tekken 2 or Fighting Vipers.



GORGEOUS FMV, DODGEY GAME

AVAILABLE: NOV/DEC

CATEGORY: FIGHTING

PLAYERS: 1-2

PUBLISHER: ACCLAIM

PRICE: NA

RATING: M15+

#### **VISUALS**

**78**

Nice texture mapped characters, but a little too jerky.

#### **SOUND**

**74**

Really corny music. Lots of speech is good, it's just a shame it's all cheesy as hell.

#### **GAMEPLAY**

**58**

Has a few good ideas that just don't really work right, and unfortunately handles like a dog.

#### **LONG TERM**

**50**

It won't take too long to finish, and when you do... there's no real reward.

#### **OVERALL**

**60%**

Could have been good... but it wasn't.



# Fighting Vipers

Sega's long awaited 3D pain game, *Fighting Vipers* is here and DAN TOOSE is hopping into the ring and strapping on the plastic...



What more could a spotty young teenage boy enjoy more than a game where you get to beat the clothing off a stunning 16 year old girl with scientifically impossible proportions? Not much it would seem, which is why *Fighting Vipers* will probably prove to be one of Sega's biggest hits for the end of this year. For those that don't really find the idea of undressing some little vixen all that thrilling, you'll be pleased to know that *Fighting Vipers* has a bit more to it than exposing some cleavage. Like most fighting games, *Fighting Vipers* seems to have no relevant plot. You simply choose one of eight young characters and go the tonk, battling through all eight starting characters, and then face the dreaded B.M. (whatever that stands for).







TEENAGE GIRLS GRAPPLING IN MID AIR... GOTTA LOVE IT



GEEZI! LET GO OF MY NECK!



PLAY BACK

NOW JUST RELAX AND I'LL ADJUST YOUR BACK...



TOKIO NOT ENJOYING THIS PAT ON THE BACK...



CUSTOMS WILL NEVER FIND IT TOKIO... I CAN'T SEE A THING



TALK ABOUT A FLYING VI



HUMPHREY AND FRIENDS...

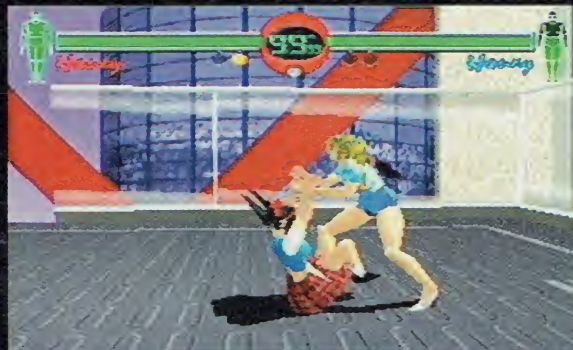


PEPSI POWER!



WINNER

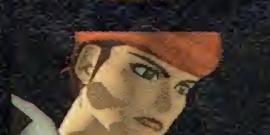
YOU CAN'T STOP THE MUSIC...



SCHOOLGIRLS PLAYING GAMES...

### SCHOOLGIRLS, PANTIES AND PEPSI...

Thanks to wonderful institutions like the OFLC (erm...), and probably more to the point, censorship that gets passed on the American version, there's some stuff that was in the Japanese version of Fighting Vipers that you probably won't be seeing in the Australian version. Little things that tend to really make people happy... like Pepsiman, who graciously intervenes the first time you're getting your butt kicked in a single player game, challenges you, then becomes a playable character if you beat him. Also, after accomplishing various goals in the game, it becomes possible to play Honey in varying outfits, such as casual wear, and schoolgirl uniform. These extra outfits seem to have no real bearing on how Honey plays. After even further playing, when Honey loses her armour, she also loses her skirt, leaving her in some rather skimpy panties. There's also big head mode, and a secret character Kumachan, an inflatable bear. As to what is going to make it into the Australian version remains to be seen, but at least now you know what you may be missing out on.



THE STAR STUDDED CAST OF F.V.







## Character Profiles

### GRACE

The 19 year old roller queen of the young combatants. Even though she wears roller blades the whole time, she never seems to skate anywhere.. weird. She focuses upon kicking attacks, especially sweeps.

### PICKY

This 14 skate-boy is one of the fastest characters in the game. Picky often makes use of his skateboard by wrapping it around his opponent's head. He has a few killer throws, but generally resorts to kicking and belting his opponents with his deck most of the time.

### RAXEL

The 19 year old widdly-widdly glam guitar rocker of the young warriors. Raxel uses a variety of spinning moves and nasty throws to wear down his opponents. Hey, when all else fails, just attack them with your axe.

### TOKIO

The 16 year old "Justice Fighter", which seems a funny description for a boy who beats the crap out of people seemingly for the hell of it. Tokio is the combo king of the starting characters, landing fan kicks and punches in rapid succession. He also seems to have the best flying kicks in the game.

### SANMAN

If you like playing the larger characters in fighting games, Sanman is your man. Very reminiscent of Wolf and Jeffry from Virtua Fighter 2, Sanman's best attacks are all throws, with most of his other attacks being powerful, but quite slow. His bowling ball throw is most amusing.

### BAHN

At 17, Bahn makes a rather young quarrel boss. Bahn is very similar to Akira in Virtua Fighter 2, using body-checks and dashing elbows to annihilate his adversaries in a few swift blows. He also has a nifty dragon punch (ala Ken & Ryu)

### HONEY

The 16 year old fashion queen of Fighting Vipers is arguably the most powerful character of the lot. Honey is one of the quickest characters in the game, yet she seems to make no compromise when it comes to power either. She has a variety of interesting throws, but her kick attacks are her best asset.

### JANE

There's no prizes for guessing which famous space marine this hefty 18 year old woman is based upon. Jane is the most brutal of the young combatants, her combat being based upon landing hard single blows rather than a flurry of attacks. Jane seems a tad more eager to throw her opponents than most.

### MAHLER/B.M.

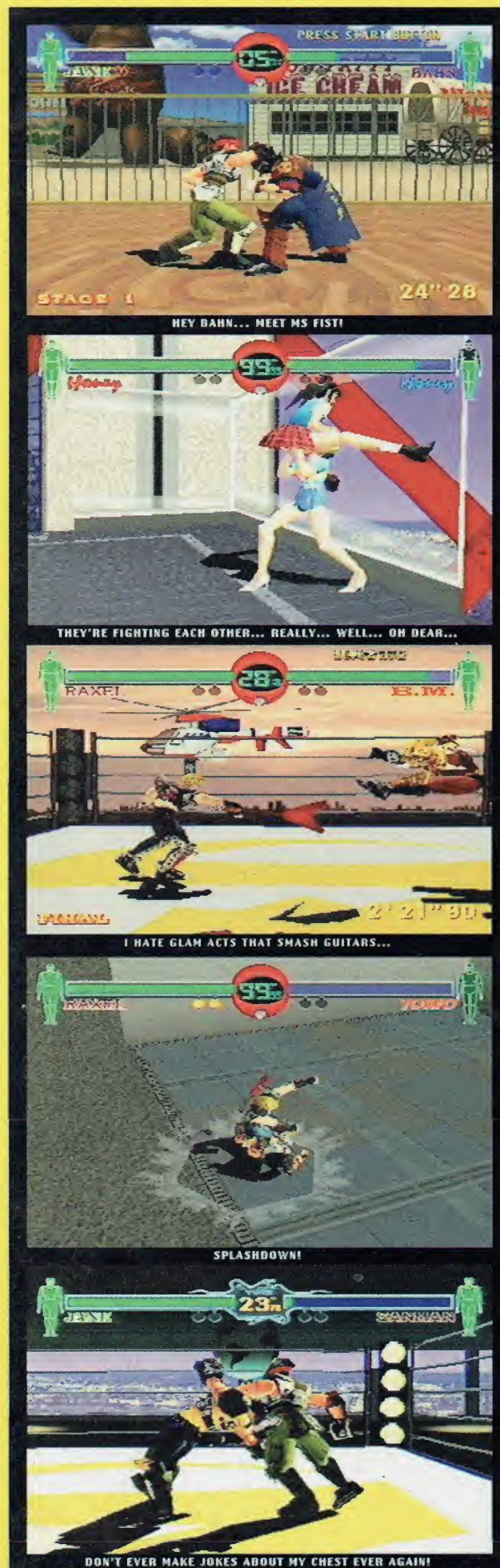
You get to play as Mahler once you've got to the end and defeated B.M with any one of the starting eight characters. Mahler seems to be identical to B.M. except for one or two moves. Being a tad older than the other fighters, Mahler/B.M seems to be a bit stronger and faster than the rest. A long combo is his main attack, and he has a nasty throw to pull off if he catches anyone dozing.

### PEPSIMAN

You gotta love this guy, since the first time you see him, he's just saved your bacon from humiliating defeat. However you then have to fight him and can select him after you've beaten him. He fights in a style very similar to Tokio's. As mentioned before, he more than likely won't be in the Oz version of Fighting Vipers.

### KUMACHAN

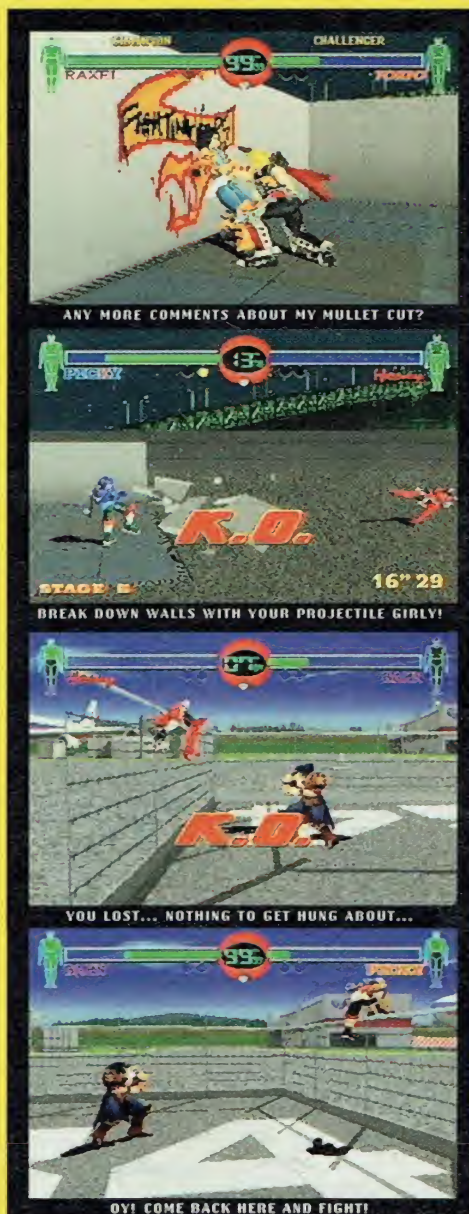
Ever notice that inflatable bear in the background of Bahn's stage? Well that's Kumachan. Kumachan comes in two flavours, Humphrey B, and panda. He sorta just floats around and wobbles as he attacks, it's bloody amusing to say the least. His moves are mostly take from Sanman.





### Rage in a Cage!

Fighting Vipers is one of those games where it's very obvious what the special features of the game are the moment you start your first game. Firstly you're in a cage, which for a 3D fighting game is a first, all previous games in the genre either having no fixed fighting area (like Tekken), or having a defined area that you have to try to remain within (like Virtua Fighter). Not only does the cage frame the fighting area nicely, but it actually comes into play in a big way. Players can grab their opponent and hurl them into the walls, or simply crush them, grind their face along the wires, or whatever else their particular specialty is. A few of the characters even have the ability to scramble to the top of the walls and pounce down at their opponents, which unfortunately only tends to look cool, rather than be of much practical use. There is a way out of the cage, however it's one you won't want to take, since it involves being blasted through one of the walls by a powerful finishing move. You can also be hit out of the cage by going over the walls, but that's not nearly as spectacular as the wall breaker. Perhaps more innovative is the addition of armour. Each fighter has a suit of armour which covers their upper and lower body. Once players lose their armour, they are more susceptible to damage, making things a little more frantic and desperate. There are also three different game modes: Normal, Arrange and Hyper. Hyper mode allows you to "bust out" of your armour, which leaves you a little worse off on the defensive side, but increases the amount of damage you do. It also allows you to dodge left and right, adding that element that made Toshinden a little different. Fighting Vipers has a very similar feel to Virtua Fighter 2, with characters moving fluently from move to move. More emphasis is placed upon timing and choosing the right move than on mastering a long series of moves to pull off some sort of super combo. Countering is the way to success in Fighting Vipers, since fending off a flurry of attacks with a powerful counterstrike is extremely easy to pull off. Like all good 3D fighting games nowadays, there's practice mode, Vs mode, team battle mode and the standard arcade mode. The practice mode is a little better than most, not only giving you all the moves on screen, but also enabling you to control what your opponent is doing, which helps you practice moves for all sorts of different situations. There's also a feature which lets you save and play back your favourite fights, so you no longer have to put up with the doubtful scoffing from your friends when you tell them about some amazing move you pulled off. Saturn owners looking for their first 3D fighting game should give Fighting Vipers very serious consideration. Being a slightly more accurate conversion than Virtua Fighter 2 was, the Saturn version of Fighting Vipers will probably impress the average gamer than other Saturn fighting games have. A good solid fighting game.



### HEADSWELL TIME!

The ever popular "Big Head" mode is hidden away in Fighting Vipers, waiting to be unlocked. It affects heads, hands, and feet. Ugly... but funny.

AVAILABLE: DECEMBER

CATEGORY: FIGHTING

PLAYERS: 1-2

PUBLISHER: SEGA

PRICE: \$99.95

RATING: M15+

VISUALS

92

Could have been a tad more high-res, but very nice indeed!

SOUND

90

Great little bits of speech and nice SFX. The guitar solos are amusing.

GAMEPLAY

92

Not a huge advancement on VF2, but the new features are interesting.

LONG TERM

88

Once you learn how to counter it can get a bit easy, but should keep you going for months.

OVERALL

91%

A solid fighting game that will compliment any game collection.





# Creatures

*Budding Dr Frankensteins, your time of triumph is now at hand. Prepare to create life from the void. STEVE POLAK plays God...*



## MORE THAN MEETS THE EYE

Creatures is positively brimming with personality, and the comprehensive Win style help support facility is damn useful. The game is also customizable to suit the needs of the user. Creatures would be in ideal program if you wanted to use it with young kids, in order to teach them the responsibility of owning a pet, but it would also be of interest if you were a serious science head with a passion for genetics, cognitive processes or psychology. In other words, you can just look after your Norns, or you can manage them scientifically. But aside from these more specific uses of the program it's also quite possible you'll like it because it is an example of a new idea which has been implemented impressively.

Creatures is also more than a stand alone product, and whilst you can't play multi-player, you can still get in on the Web vibe. Breeders can join the international Creatures community, by trading eggs or even your living creatures with other breeders via the Internet (at <http://www.cyberlife.co.uk>). About the only minor concern I have is that the unstructured nature of this game makes it a little hard to get to grips with at first, and it might feel a little aimless if you are used to more linear or objective based game environments.



Creatures is an ambitious project, and as such it is also a bit of a challenge to judge. You see, the program is more of an artificial intelligence simulator than a game, but it is also a very entertaining simulator, even though core gamers may find themselves feeling a little befuddled at times.

So what exactly is this little puppy about? Well, you begin Creatures with a selection of genetically distinct 'eggs' which come on a separate floppy disk. These eggs (there are six to start with) represent your future hopes for survival and you must turn them into a community of living beings. These entities are called Norns, and they have the mental age of a 2 year old (that's why I related to them so easily), and look a bit like emaciated Gremlins (the cuter 'pre-watered' variety). Anyway you have to hatch the little critters, and then guide them through their world, teaching them about even the most basic survival skills. When they are born the Norns know how to make stupid Gremlin noises and bugger all else, so you have to teach them your name, their name, how to eat, and so on.

This may sound pretty dull, but having raised two Norns (Sid and Nancy), I found the development process at this stage fascinating. In playing the role of parent/god figure, you can encourage your Norns with a little tickle under the chin, or punish them with a swift slap on the keister. Norns also respond well to music, toys, food, and they even have access to an educational computer which you use to teach basic concepts.







### Violence & Passion

Your creatures are quite determined little buggers, and sometimes it's nigh impossible (unless you belt the crap out of 'em) to get the little rascals to do what you want. And for once in a video game, violence really isn't the answer, as your Norns will develop psychological problems if you lash out at them too often. Also, I found my pair of Norns were at times too damn passionate for their own good. One minute they'd be snogging each other and giggling like a pair of pre-pubescent school kids, and the next they'd be slapping each other about the place with more vigour than a decent bout of MK3. It was also hard to separate the pair, which made communication mighty difficult, as they were often so wrapped up in each other they ignored me. Odd stuff eh? Finally I resolved the problem by whisking Sid away in an elevator whilst Nancy was too busy stuffing her face.

Creatures takes itself very seriously, and there is even a selection of applet kits which help you take care of the special events in your Norns' lives. There is a medical kit, where you can check on their health and happiness, and even administer a few herbal remedies. But that's not all, as the game also includes a breeders kit (with aphrodisiacs!), a funeral kit, and even a scientific vivisection kit, which gives you the opportunity to slice and dice your living creatures, whilst not harming them at all. Plus there is the facility to euthanise your creatures if they are born with severe birth defects (or are suffering from major illnesses which are also apparent).

### High Cutesy Factor

Visually Creatures is very slick indeed, with an almost annoyingly high cutesy factor. Your digital pets are nicely detailed, and fairly well animated. The music is also just the right 'new age' vibe for such an ambitious project. "Why the wimpy ambient stuff?", I hear you ask. Somehow screaming Sepultura and the "caring, sharing environment" you are supposed to be providing don't make sense, although the thought of the little mongrels headbanging themselves into oblivion does bring a momentary smile to my face.

Creatures is that rare piece of software which may just redefine the way we feel about interactive entertainment. However given the complexity of the game and its aimless, non-linear nature it will definitely only appeal to a select group of gamers. That said I have not seen another title like this for many years (remember Little Computer People on C64), and Creatures is clearly the best of its kind.



AVAILABLE: NOW  
CATEGORY: LIFE SIM  
PLAYERS: ONE  
PUBLISHER: MILLENNIUM/TWI  
PRICE: \$99.95  
RATING: G8

VISUALS  
**85**  
Cuter than a carload of Smurfs.

SOUND  
**86**  
Ahh... such cute little murmurings

GAMEPLAY  
**88**  
Whilst being a parent is often a pain in the arse (so I'm told), at least in this instance you can turn your charges off, and so it's good fun.

LONGTERM  
**93**  
The possibilities are endless...

OVERALL  
**89%**  
One of the most unusual titles of the year, and I reckon it might just be one of the best.



# Monster Truck Madness

There are two "Monster Truck" games on their way out over summer. *Monster Truck Madness* from Microsoft is first off the mark and GEORGE SOROPOS is the *HYP*ER driver...



When I went to the States a few years back I couldn't believe that you could actually buy one of these things straight from the dealer. That's right, if you want a Toyota Monster Truck or whatever, all you have to do is go down to your local dealership and say "I want that one". They're factory made! And road registrable! What a country! Needless to say the only people I saw driving them had CAT Diesel Power caps on, checked shirts and listened to both kinds of music, country AND western. And so Microsoft, being the red-necked hillbilly types that they are (Bill Gates recently changed his name to Jed), have chosen these beasts as their debut to the racing genre.

Introductions to the game are made by someone named Army Armstrong, complete with hillbilly accent and the obligatory overexcited race callers disposition. Army is a well known Monster Truck race caller, and his somewhat repetitive comments will accompany you around the various tracks included with the game. Monster Truck racing is not about speed, it's about control. Those things bounce around like basketballs at the slightest provocation and it's not only important to stay on the track but also to keep away from the other cars as collisions can often end up putting you on your back, so to speak.



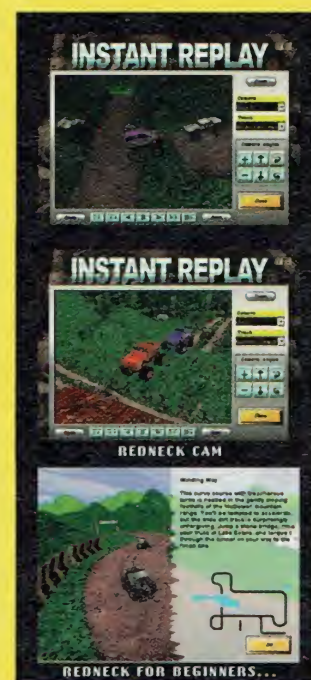


### Bulging Behemoth

MTM is full of the features and details people have come to expect of racing games. There are five different race views, myriads of graphic detail settings, heaps of vehicles to choose from, real-time commentary and network support. There are three different types of races for you to compete in; drag races, circuit races and rallies, and a tournament which can be any combination of these three. So how does it all come together? Well, it's almost there... but not quite. While the trucks are OK to drive, they bounce around in very unrealistic ways which can become rather annoying. Sometimes all it takes is the softest bump or the smallest rock to make your bulging behemoth roll over like Walrus going down a flight of stairs! My other major problem is that the game engine is quite slow and unless you've got a high-end Pentium with a super graphics card you won't be able to see it in its full glory which, considering the simplicity of the terrain, is a bit silly. The graphics aren't hugely attractive either with a lot of it being very chunky and drab.

It is possible to get some nice power sliding happening (in a Monster Truck?) but the overall feel of the driving model is unconvincing. It just doesn't feel like you're driving one of these beasts (not that I've ever driven one), but you do get the impression the developers were after a more arcade type feel than a realistic one. And if that's the case why did they bother using Monster Trucks as their inspiration?

The most interesting part of MTM would have to be the network option. This thing would be a hell of a lot more fun played against other people, where the chaotic nature of the tracks and vehicles could be exploited to the fullest. But certainly as a solo game it leaves a bit to be desired. A good first effort from the Microsoft people though, and it's nice to see that they're not sticking to entirely tried and true forms in their efforts to establish themselves in the games market.



AVAILABLE: NOW  
CATEGORY: RACING  
PLAYERS: 1-8  
PUBLISHER: MICROSOFT  
PRICE: \$79.00  
RATING: G  
REQUIREMENTS: PENTIUM 60,  
16MB. RAM, WIN 95

### VISUALS

84

You'll need a Ninja PC to see the graphics at their best.

### SOUND

70

Repetitive commentary and lame engine sounds make MTM a dull boy.

### GAMEPLAY

78

Inconsistent driving model makes the gameplay suffer accordingly

### LONGTERM

75

Network play could be its saviour and certainly gives the game more staying power

### OVERALL

75%

Almost, but not quite a great game. Maybe next time?





# Crusader No Regret

*Crusader No Remorse was a big hit and there has been great anticipation of its sequel, GEORGE SOROPOS is happy to report that there are no regrets to be had...*



At last the wait is over. I can set aside my thesis on the thermodynamics of mucus membranes and put my collection of celebrity breast implants away for the duration, because Crusader No Regret is here! For those of you who've never seen or even heard of Crusader No Remorse - GET A LIFE. For the rest of you, what can I say apart from "YAY!". No Regret may not be as revolutionary as some would have hoped for but all the essential ingredients are still there; compulsive gameplay, dynamite action, cunning traps and inflammable bad guys.

Your new missions start where the last one finished off, a life pod is found floating in space by a WEC freighter and rescued. Unfortunately for them it happens to contain one very satisfied Silencer who has just finished blowing up a certain orbital facility and is just in the right mood for a bit of mayhem (it gets so darn boring in those life pods, you know).





### Scratch Beneath the Surface

Origin have made things easy for themselves by keeping the original game engine pretty much intact, and most of the improvements have been made in the form of better AI for your enemies, new weapons and equipment, and a couple of new moves for Mr. Silencer. So while the game looks very much the same as the original, beneath the surface you'll find even more ways to be a cunning bastard/bitch than ever before!

First up, our favourite red dude hasn't spent all that time in his escape pod feeding the chooks, hell no. He's learnt how to do a forward roll by golly, and not only that but he also figured out how to move forwards, backwards and sideways while in the crouched position. As you can imagine, these new moves allow for a lot more sneaking about, which you'll need to do in No Regret as the WEC lackeys are much smarter than they were in No Remorse. For example the enemy dudes now make much more use of their full range of movement to do their job. Instead of just standing behind a corner and waiting for you to cream them, they now use the sideways roll and crouch move, very quickly too, to keep you at bay. They have also become very adept at shooting your spider mines if they see them coming!

On the subject of spider bombs, there are now pipes around the floor in some rooms which stop them cold and prevent you from taking the easy option of just blowing everything up. There are also a disturbingly large number of gun turrets and surveillance cameras which are force field protected and very difficult to get by. In fact, the overall difficulty level of the game is much higher, which is as it should be, and it will provide a challenge to even the most hardened No Remorse fan.

### New Toys

As far as new toys go there's enough here to send James Bond's Q into a faint! There's this little gadget called a Disruptor which does horrible things to people when they try to use the teleport pad that you've placed it on. Pocket Betty's a nice girl, she flings out high explosive mines at your command. How about that VIR chip, eh? It allows you to see those pesky infra-red bocby trap beams that have gotten you into trouble so many times before, and the Data Pick... ah, the Data Pick. Remember that bloody pass key that you just couldn't find to get through the door that just wouldn't blow up? The Data Pick is a single use lock pick! Brilliant. And what about those horrible guided spider bombs that followed you around the place if you didn't take out the surveillance camera controlling them? Now you've got one of your own, the spider MINE. A set and forget bundle of joy that will home in on any enemy that goes near. Heck there's even a gadget that lets you trigger your limpet mines and spider bombs remotely. Mega cool.

Needless to say there is also a bunch of new weapons, along with all of the old ones, to help stop you suffering from murder deprivation. I don't want to spoil all the surprises though, 'cause I know you're going to buy this game, as you'd have to bloody mad not to! No Regret offers a well thought out and intelligently developed sequel to a great game. Everyone who's been hanging out for it should be suitably impressed.



AVAILABLE: NOW

CATEGORY: ACTION

PLAYERS: ONE

PUBLISHER: ORIGIN

PRICE: \$79.95

RATING: M15+

REQUIREMENTS: 486 DX4/75,  
8MB. RAM, DOS 5.0, 2X CD

### VISUALS

90

Pretty much identical to the original with some new scenery and explosions.

### SOUND

90

Again, there is only a slight difference from the original but it's still some of the best game audio around.

### GAMEPLAY

95

New moves, gismos and weapons make this a joy to play. It doesn't get much better than this!

### LONG TERM

89

Only 10 levels, but they're much more extensive than the original and with vastly improved enemy AI there's a lot of gaming to be had here.

### OVERALL

92%

Not a revolution but an evolution. There's some mighty hot gaming action to be had here.



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## Tetris Attack

## SNES/ Game Boy

AVAILABLE: NOW  
 CATEGORY: PUZZLE  
 PLAYERS: 1-2  
 PUBLISHER: NINTENDO  
 PRICE: \$49.95 (SNES) \$44.95 (GB)  
 RATING: G

## Wario's Woods

## SNES

AVAILABLE: NOW  
 CATEGORY: PUZZLE  
 PLAYERS: 1-2  
 PUBLISHER: NINTENDO  
 PRICE: \$49.95  
 RATING: G

## NHL '97

## Mega Drive

AVAILABLE: NOW  
 CATEGORY: SPORTS SIM  
 PLAYERS: 1-4  
 PUBLISHER: EA SPORTS  
 PRICE: \$79.95  
 RATING: GS



The SNES is still a great console, but in the face of 32-bit flashiness and its 64-bit cousin just around the corner, Nintendo is drawing on the classics for inspiration. Along with Tetris 2 and Wario's Woods comes this fiesty, two-player puzzler. Tetris Attack is a puzzle game in which you rearrange the order of a stack of panels in order to clear them. As the stack begins rising, switch two horizontally adjacent panels. If you place at least three identical panels in a row vertically or horizontally, they'll disappear. If the stack of panels touches the top, the game is over. If this isn't a simple enough explanation, there's even an in-game tutorial. Hey, that doesn't sound too hard, does it? Well, it's not... at first.

In the great Tetris tradition, things start at a leisurely pace and slowly work up into a frenetic scramble of block hurling. There're five modes of play for one player and two different modes for two players. When playing against an opponent (either computer or human) there are three ways to attack him or her. By executing special moves like chain reactions and combos, you can cause your opponent by causing a garbage block or shock block dumped on the top of their stack of panels. This makes it closer to the top of the screen and more difficult for them to clear. This is where the game becomes spiteful in two player mode.

One of the better one player modes is Puzzle Mode. In this mode the player works through more than 60 different configurations and is rewarded with a password after each. If you think your Mensa IQ usually serves you well on video games, test out this one. It's enough to drive you bananas and have you scribbling down passwords for weeks.

The visuals are simple and cutesy are fine in the context of this type of game. The music and sound effects also bop away in the background and don't cause too much annoyance which is really the most you can hope for.

There are plenty of customizable options within each mode and multiple endings and hidden codes should also help to keep the interest from waning. Put simply, this is an engrossing variation on an ageing theme. But you probably already know if you'll like it or not.

VISUALS  
65  
SOUND  
65  
GAMEPLAY  
78  
LONGTERM  
75  
OVERALL  
78

DAVID KING

The SNES games that hold my attention are quick to comprehend, but slow to master. Wario's Woods is one such game. Everything is explained up front - no trick moves will reveal themselves along the way. All the player has to do is work hard to use all the options - like creating chain reactions and extra long matches - to quickly defeat all the monsters. This will take a while as computer opponents move fast, and nasty monsters (Dovo's) come into the game in later rounds to merely change colour the first time they are matched, requiring a second match to be defeated.

Wario's Woods is a puzzle and as usual, there are a few ways to go about solving it. For speed, play "vs com" against Mangylox, Galgor, and others. For stress, play "vs 2P" against another human - but for sheer addictive pleasure, take on "roundgame", and surge deep into Wario's Woods, leaving your beloved Tetris back in the clearing. I did, and it will be a while before I return to the classic I previously couldn't live without. But the roundgame also offers the most frustration in this title, being too stingy on offering coins to achieve a continue.

The two player mode is a vehicle for serious on-going competitiveness. Opportunities such as lowering your opponent's ceiling, filling his screen with an extra column of monsters, or turning all of his bombs (good), into monsters (bad), are there for the taking. Your scores will be tallied and saved, to come back to the following night. Playing 2P is the most exciting aspect of this 16-bit brain breaker.

The background music is typical SNES elevator 'muzak', alternating with a more sinister version - depending on who is throwing bombs at you. Nothing special, but not offensive either. Wario's Woods is a game based predominantly on "can't put it down"-ness. Yes, the characters say cute things and move around a bit, and the colours are bright and the clouds have smiley faces, but basically, it's a Tetris inspired game and the reason it will remain in your SNES is (like the game itself), simple: You're hooked.

VISUALS  
70  
SOUND  
64  
GAMEPLAY  
84  
LONGTERM  
81  
OVERALL  
80

KELLY KING

Well, I thought that EA Sports had had its last gasp on the Mega Drive and you probably did too. We were wrong but we are about to see the final flurry of titles on the trusty old 16 bitter, and of course they are the annual Christmas updates for EA's flagship sims. First up is NHL '97 and even with the development of the super consoles the various instalments of this franchise remain great. After all, ice hockey is the only game that makes no secret of the fact that out and out violence is part of the show. Who needs an instruction booklet, when you can just get on the ice and hit the body check button?

Like most of the EA yearly updates, here they've taken an already excellent game and just tweaked it for bells and whistles and bet-



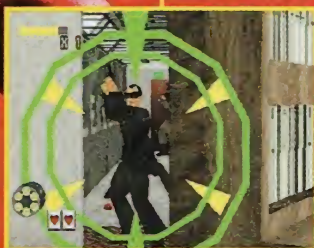
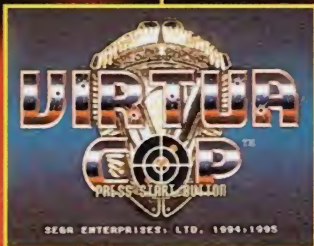
ter performance. In a sterling effort to squeeze just a bit more out of the old dog, this year's additions are pretty cool and definitely make the game worth one more look. The skills challenge is a fine addition and allows you to hone your skills (read: body check) before entering tournament mode, especially useful if you're not up with the "subtleties" of ice hockey. There's also new signature moves (the between the leg fake - not that you'll be able to do it) and new teams too, such as international sides and new clubs like the Phoenix Coyotes. Finally, you can now save up to four seasons at once and all the teams, players and stats are fully updated.

This is a fine update and a fitting end for one of the Mega Drive's most worthy warriors.

STRETCH ARMSTRONG

VISUALS  
88  
SOUND  
85  
GAMEPLAY  
88  
LONGTERM  
80  
OVERALL  
85





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## Final Doom

PLAYSTATION

AVAILABLE: NOW  
CATEGORY: DOOM  
PLAYERS: ONE  
PUBLISHER: GT INTERACTIVE  
PRICE: \$99.95  
RATING: MA15+



You know, I have just realised that in the several years I have been writing about games, this is the first time I have been called upon to say anything about Doom. So this, then, is my first Doom review. And judging from the title, Final Doom, it will quite probably be my last.

I'm rambling on like this because there's little really to add to what everyone else has said before. I suppose I could try to be controversial and say how Doom was never as amazing as everyone seemed to think at the time. Except it just wouldn't work. For one, you have surely all played Doom already and, secondly, you would thus know how brilliant it truly is. Final Doom is simply a whole heap of new levels for Doom and, therefore, is quite brilliant too. Final Doom is made up of two distinct sections - TNT & Plutonia and lucky PlayStation owners also get some Master levels as well. This means HEAPS of levels, 30 of which are completely and utterly new.

The original Doom engine remains the same, meaning that it still looks cool and creepy, despite being somewhat ragged around the edges. It is significantly tougher than earlier Doom titles, which is something that will definitely please veteran marines. And the PlayStation pad makes control, and strafing in particular, as intuitive as it gets.

Or, if you prefer, you can use the new PlayStation mouse. That's right, a mouse. PC owners will know that mouse control has long been the best way to play - expert Doom and now Quake players all use the mouse, since it's much quicker and allows greater accuracy. And with Quake on its way to the PlayStation, you're definitely going to need to get a one anyway to get the most out of that classic game (or, in fact, to get anywhere at all!). So what better chance to gain some invaluable practice than with Final Doom?

The biggest criticism you could level at Final Doom is that, well, it's just Doom. The more you think about it, though... it's just Doom... the more you know it's a reason to buy.

DAVID WILDBGOOSE

VISUALS  
82  
SOUND  
85  
GAMEPLAY  
90  
LONGTERM  
92  
OVERALL  
90

## Amok

PC CD ROM

AVAILABLE: NOW  
CATEGORY: SHOOT 'EM UP  
PLAYERS: ONE  
PUBLISHER: SCAVENGER/GTI  
PRICE: \$99.95  
RATING: M15+

When most people hear the name Scavenger, they tend to think of the heavily anticipated Into the Shadows. Scavenger have also been working on other projects, and at last we see a title from them, coming in the form of Amok. At first glance you'd be forgiven for assuming that Scavenger are rather preoccupied with the use of 3D graphics, as we've seen from Into the Shadows, and now see as a rather spitty looking mech thingy runs about in Amok. Wow, doesn't it zip around smoothly? Well, yes it does... but what are those other things doing? They don't look particularly 3D at all. It's actually hard to tell if they are or not. If so, it's not an awe inspiring piece of 3D polygon work by any means.

Amok is essentially a mission based shoot 'em up, where you pilot a mech through various terrains and environments, in fairly standard military style objectives, like eliminate enemy troops, or blow up the generator, or rescue the hostage, or clear the mine field for friendly transports... that sort of thing. Your mech does look exceedingly cool as it runs or swims about through the various areas of the game. Unfortunately everything else is rather unspectacular and uninteresting. You and your enemies fire little round globs at one another that don't tend to convey any sort of inspiring firepower. You do acquire missiles, heavy missiles and bombs, but once again, there's no real sense of actually having something special, and no real excitement in letting loose with a volley of big guns.

On the up side for Amok, the game is really quite challenging. The controls are essentially identical to Doom, so any Doom addicts after something that looks a bit different might find a bit of enjoyment here. Some may however find this difficulty kind of annoying, since even the easy difficulty setting requires the player to make almost no mistakes throughout their missions.

In summary, Amok is a rather average shoot 'em up, which will really only appeal to those that like difficult shooting games, and even then, the lack of excitement throughout might put those folks to sleep as well...

DAN TOOSE

VISUALS  
72  
SOUND  
70  
GAMEPLAY  
66  
LONGTERM  
66  
OVERALL  
69

# BIG PERFORMANCE SMALL\$

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SUPER NINTENDO



SUPER PAD  
6 button controller

SUPER NINTENDO



GAME PAD 6  
Six button pad with auto-fire

MEGA DRIVE



SUPER PAD  
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GAME BOY



SUPER ZOOM  
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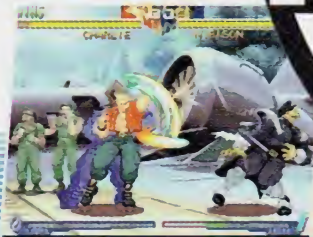
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# STREET FIGHTER

## ALPHA 2

Available on  
PlayStation & Sega Saturn



9/10 PlayStation Pro • 5/5 CVG • 95% Play Magazine • 8/10 Edge



CAPCOM

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## Hyper Final Match Tennis

## Penny Racers

## Full Court Press

### PlayStation

AVAILABLE: NOW  
CATEGORY: SPORTS  
PLAYERS: 1-4  
PUBLISHER: HUMAN  
PRICE: \$99.95  
RATING: G

Tennis is probably one of the hardest sports to simulate in a computer game simply because of the difficulty in providing a playable camera angle without the game looking like Pong '96. Unfortunately with Hyper Final Match Tennis, out of the 6 or so different angles, the only playable angle is the above-court camera which reduces the realism level by about 95%, and what we end up with is a bad computer game which looks even worse.

As with most sport titles, you have the option to play an exhibition match or go for the world title, choosing from a variety of tennis pros, from the Agassi clone to the Steffi Graf clone. But what it comes down to here is the fun factor. There is very little, my dear readers. Very little. From the word go, you'll be struggling with even getting the game off the ground.



Serving is a most un-user friendly experience, as is performing just about any other aspect of the game of tennis. The secret to hitting the ball is in the timing and it comes down to the good old "fluke" in most cases, rather than it being an acquired skill which you develop from playing the game. With a lot of practice, you can get into a bit of a swing, but hey, it's not much fun getting there. And once you're rallying... it's a bit of a non-event.

There's a paltry amount of options on offer here, and certainly nothing which enhances gameplay. You can have up to 4 players on court using a multi-tap, which provides a lot more entertainment than the single-player game which is actually quite torturous. Actually, I did like the base line camera angle, simply because it shows a very ominous sky rolling forward over the stadium heralding the possibility of Armageddon, which would have spiced things up a bit. Oh well.

ELIOT FISH

VISUALS  
60  
SOUND  
62  
GAMEPLAY  
58  
LONGTERM  
52  
OVERALL  
58

### PlayStation

AVAILABLE: NOW  
CATEGORY: RACING  
PLAYERS: 1-2  
PUBLISHER: TAKARA  
PRICE: \$89.95  
RATING: G



Penny Racers is yet another drop in the PlayStation ocean. If you were to take a look at some of the other racing titles around at the moment - Formula 1, Wipeout 2097, Destruction Derby 2 - it's clear that a title as flawed as this one just isn't in the race.

Even though the manual speaks of "high-level polygon techniques" and "powerful 3D effects", this is one ugly looking game. Butt ugly. But its foul visuals is nothing on its steenky gameplay. What a smell. And how's that frame rate, eh? The only time the track glides by smoothly is when you're in a VERY narrow straight and there are no cars on the track. As soon as things get bendy and the odd car gets in your way, the game starts to choke on it's own foul-smelling code. This is so slow, it'll send you into a coma.

The cars all look the same (like coloured bricks) and seem to handle identically with slight variations in acceleration, tyre grip and top speed. Even though the objective in Penny Racers is to earn cash and "upgrade" your automobile, nothing will stop the crappy handling and hopeless controller response. Taking a corner is like driving a car with the crook-lock still attached to the steering wheel, and when you crash, there's no Reverse! There are the two obvious camera views, and a completely useless horn for you to honk at the passing cars. Why?!

The tracks are shambolic in design (some are just plain ovals), and the backgrounds are extremely confusing to the eye - especially in the big arena "maze" where the track AND walls are the same textured brown (so they stick arrows everywhere to show you where to go). This may also be the first PSX game which is actually even worse in two player mode. The split-screen is almost unplayable and an exercise in pure frustration.

Frankly, you'd have to be insane to buy this over any of the racing titles mentioned earlier. Steer clear my friends!

ELIOT FISH

VISUALS  
35  
SOUND  
40  
GAMEPLAY  
30  
LONGTERM  
26  
OVERALL  
30

### PC CD ROM (Win95)

AVAILABLE: NOW  
CATEGORY: SPORTS  
PLAYERS: ONE  
PUBLISHER: MICROSOFT  
PRICE: \$79.00  
RATING: G



I guess someone told the people at Microsoft that they couldn't take themselves seriously as a purveyor of PC games unless they had a Basketball title under their belt. I can see no other reason for the release of this curious little beast. Full Court Press has been produced for Microsoft by Melbourne's very busy BEAM Software team and unfortunately shows the signs of being a rush job. It's all well and good to have a Basketball title on your books but when it doesn't even come close to being as good as even outdated versions of already available titles, what's the point? To put it bluntly, Full Court Press isn't even as good as EA's NBA Live '95, let alone '96 or the upcoming '97!

FCP (for short) doesn't seem to use the Direct X Windows drivers and suffers horribly for it. The game is virtually unplayable when you have the 'live' commentator and music on, as it slows things down to a ridiculous level, even with the graphics set to maximum chunkiness. Turn the sound off and run the graphics at low detail and you can get an acceptable game speed (on a P133 with 16 Mb) but then all you've got is something that looks like a Mega Drive title...ech!

In terms of its animation, FCP is nothing special. There are more lay up moves and movement variations in NBA Live '95 and the overall feeling you get from this is a rather dull sense of "Why did they bother?". It's a bit like Ford bringing out a new model Falcon with a built in record player! Sure all the NBA teams and stars are there, you can fully manage your teams season as well as take to the court as their star signing, but if you've played just about any other Basketball game around for the PC, you won't want to!

GEORGE SOROPOS

VISUALS  
72  
SOUND  
75  
GAMEPLAY  
55  
LONGTERM  
40  
OVERALL  
60



## Deadly Tide

PC CD ROM

AVAILABLE: NOW  
 CATEGORY: SHOOT 'EM UP  
 PLAYERS: ONE  
 PUBLISHER: MICROSOFT  
 PRICE: \$79.00  
 RATING: G



11.35am. Turn on computer. Go and make coffee.  
 11.40am. Return with steaming hot cup to install Deadly Tide. Sit through pleasant enough intro, through which I learn that five years ago Earth was invaded by these sea-dwelling alien spacecraft and ever since the proportion of the planet covered by water has increased alarmingly. Now, however, thanks to the development of the Hydrofighter, there could be a way to defeat these aliens and halt their (oh no!) "deadly tide".

11.48am. The game begins. I recoil in horror as I realise that Deadly Tide is, in fact, another point-and-click shoot 'em up. I peer out from the cockpit of my Hydrofighter into the murky blue depths and attempt to move the mouse pointer over the tiny enemy ships to shoot them. I do so with ease and proceed to Mission 2. In between I lean back and watch a pretty but inconsequential clip of my Hydrofighter zipping along the ocean floor.

12.25pm. Successfully complete yet another mission.  
 2.39pm. I have now finished the entire game.

As I quit Deadly Tide, I shrug my shoulders with bemusement and contemplate what I will write in my review. I suppose I should say how easy it is, how short it is and, thus, how quickly it will all be over. I guess I must mention how every level in the whole game looks almost exactly the same (it lacks even what scant variety Rebel Assault possesses) - the Hydrofighter parts are dark blue and involve shooting small ships, while the walking around parts are dark blue and involve shooting small ships.

The cut-scenes, while high res and slickly produced, were drab and very repetitive - most show some uninspired docking sequence identical to the last one. The in-game graphics aren't that impressive, either. Despite the backgrounds looking very lovely, the only part you really interact with are these little 2D ships whizzing across the screen which does nothing to get you immersed into the game world. And, finally, I perhaps should take the time to let you know that this sort of mouse control is the worst, most awkward, most unresponsive control system I've ever used. There is a joystick option, but...a-hahahahaha...it's even worse.

DAVID WILDOOSE

VISUALS  
70  
SOUND  
78  
GAMEPLAY  
30  
LONGTERM  
10  
OVERALL  
25

## Jagged Alliance - Deadly Games

PC CD ROM

AVAILABLE: NOW  
 CATEGORY: STRATEGY/ACTION  
 PLAYERS: ONE-FOUR  
 PUBLISHER: SIR-TECH  
 PRICE: \$99.95  
 RATING: MA15+



The original Jagged Alliance slowly managed to build up a loyal and enthusiastic band of followers because of its innovative and absorbing gameplay. Jagged Alliance -Deadly Games is an evolution of the first effort, rather than a revolution, and its main intent has been to focus on multiplayer support and on providing you with much more control over all aspects of the game.

There is no overriding pre-set campaign to play here as in the first J.A. title, but a range of different scenarios and campaigns (randomly created or from a limited range of presets) to test your skills. The player also has the ability to set the number of enemies, their strength, the amount of funds to start the game with, the quality of equipment carried by your Mercenaries and how many Mercs are allowed on your team. All of these things are essentially designed for multiplayer gaming, and it is in this mode that the game really comes alive.

Anyone who has played Doom, C&C, etc. against a friend on a network or with a modem knows how much more challenging a real opponent is and Deadly Games is no exception to that rule. What could be more satisfying than blowing your mates' favourite Merc into bits with a shotgun blast up the backside! Another welcome addition to this sequel is the ability to save games at any point instead of only before or after the completion of your mission as in the original title. Fabbo.

There are a few new weapons around to whet your curiosity: a grenade launcher, Mortar (awesome), Uzi sub machine gun and a new Magnum. If you know the original title you've probably noticed that the graphics look exactly the same. Apart from some new snow terrain and a few other minor additions there's not many improvements. This is my only whinge about the game, as the original looked a bit dated when it first came out 18 months or so ago! It doesn't effect its fabulous gameplay but it would have been nice to see more realistic and useful terrain. Still, Deadly Games will gather an even bigger following than its predecessor. I'm sure.

GEORGE SOROPOS

VISUALS  
68  
SOUND  
72  
GAMEPLAY  
90  
LONGTERM  
88  
OVERALL  
86

## RAC Rally Championship

PC CD ROM

AVAILABLE: NOW  
 CATEGORY: DRIVING SIM  
 PLAYERS: ONE-EIGHT (NETWORK)  
 PUBLISHER: EUROPRESS  
 PRICE: \$79.95  
 RATING: G



A Rally driving sim huh? Sounds all new and exciting, doesn't it? Well, I hate to burst the bubble but I'm afraid this one's not. I mean who'd have ever thought that a driving 'simulation' would have an invisible barrier right along both sides of the road making it impossible to slide off and making it very possible to hoon into hairpin bends at full speed and bounce around the corner!?

Rally Championship is based on the competition run by the RAC organisation in the UK and all the circuits are the same as the ones used in this real life contest (ie. boring English countryside). A Paris to Dachar simulation would have been much more interesting, but never mind. The English tracks have varying road surfaces to test your car handling skills, like gravel, bitumen, mud and snow, with fog and rain also occasionally playing their part. RAC Rally provides you with a choice of six different rally vehicles (Ford Escort, Subaru Impreza, VW Golf etc) each with slightly different handling characteristics and variable set-ups for their tyres, gears, brakes and suspension.

The set-up screen has all the usual things like gear ratios, brake balance and tyre types but for some strange reason it only seems to be available once at the beginning of your championship - it won't let you change in-between races. A championship game consists of twenty circuits so only allowing for one car set-up is ridiculous, especially seeing that the surfaces of each one can vary greatly. As well as the championship game the player can also practice individual tracks in the time trial section or race against other cars in one of the five arcade modes. Yes, you only get to race against other cars in the arcade mode (Rally driving is all about racing the clock) and, unfortunately, in this mode there is no car set-up screen.

It doesn't drive very well, unfortunately. Rallying is all about power sliding, is it not? It's the contest between driver and road that provides the entertainment and Rally Championships' driving model just isn't good enough to really give you the feel of being there. The invisible forcefield around the roads and the fact that the cars seem to handle pretty much the same on every different road surface doesn't help much either!

GEORGE SOROPOS

VISUALS  
84  
SOUND  
79  
GAMEPLAY  
69  
LONGTERM  
65  
OVERALL  
70



# MECHWARRIOR 2

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to

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Brashs

DAVID JONES



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# NIGHTS

*Nights sure is one heck of a great game. However, it can also be just a bit confusing. All those bright colours and bizarre worlds can be quite intimidating if you aren't sure about what you're doing!! But you'll know exactly what you're doing now because you'll have this HYPÉR "Nights" playguide...*







## MOVES

FLYING:-D-Pad.

WALKING:-D-Pad.

JUMP:-A,B, or C while walking.

DRILL ATTACK:-A,B, or C while flying.

PARALOOP:-Perform a circle/loop with the D-PAD while flying.

AIR BRAKES:-Press L and R to stop in mid-flight.

ACROBATICS:-L or R while flying.

## GAME OBJECTIVE

Whether you play as Elliot or Claris, you will have four stages ("dreams") to go through. Each of these stages contains four sub-levels ("mares"). In each sub-level there is an Ideya Capture (A large, coloured bubble with spikes at the bottom of it). The Ideya Capture contains precious dream energy that you must collect. Your objective is exactly the same in every level, throughout the entire game. You must simply collect 20 blue chips, and deposit them in the Ideya Capture, destroying it. Once you have destroyed the Ideya Capture you will automatically collect the dream energy, which you must then take back to the Ideya Chamber (the place where you first see Nights). At the Ideya Chamber, you will receive a grade (A,B,C....) depending on how well you completed the sub-level. After that, you must head off again into the next sub-level, to collect another 20 blue chips, and destroy the next Ideya Capture, and so on, until you have destroyed all four Ideya Captures, and returned all four dream energy to the Ideya Chamber. After doing this, you will progress to NIGHTMARE, where you will face the dream henchman (the boss of the stage).

## IMPROVING YOUR SCORE/GRADES

Now that you know what the objective of the game is, the only thing left to master is achieving better scores and grades. A grade is given to you at the end of each mare (sub-level) in a stage. Then, when you defeat the boss and finish the stage completely, you receive a grade for the entire stage. You must receive at least a "C" grade in the first three stages to progress to the fourth and final stage in the game. Chances are you will get "E" or "F" grades in your first few tries. But don't despair... Here are the crucial factors you must consider when trying to get high scores and high grades:-

### 1. Time

Time is probably the most important factor which you must consider. It is important to destroy the Ideya Capture in each sub-level as quickly as possible. This will maximise your time bonus when you take the dream energy back to the Ideya Chamber. More importantly however, destroying the Ideya Capture very quickly will mean that you have lots of time remaining to collect bonus gold chips and stars, before you take the dream energy back to the Ideya Chamber. Collecting lots of gold chips is fundamental in obtaining high grades. Here is the approach you should take in each sub-level in the game:-

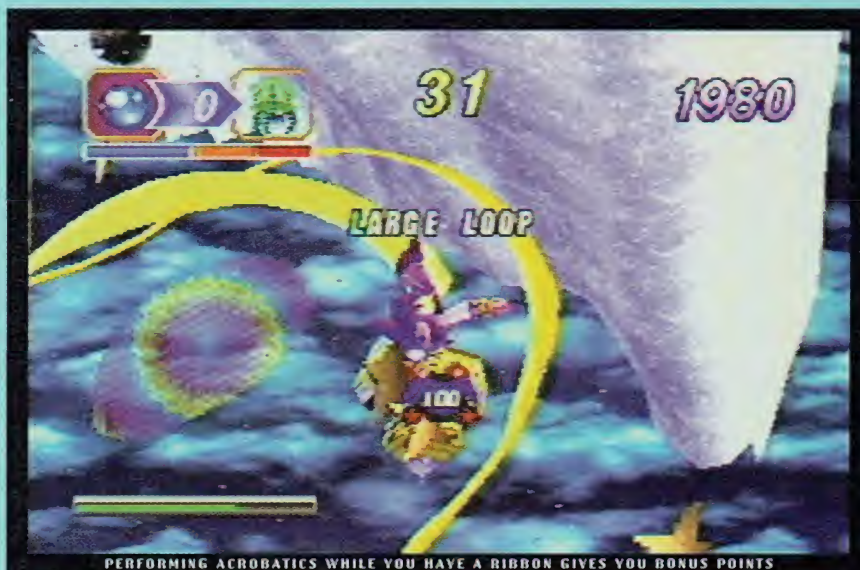
- Collect 20 blue chips as fast as possible.
- Deposit them in the Ideya Capture, and collect the dream energy from the destroyed Ideya Capture.
- Fly through the entire stage over and over, collecting (and linking) as many gold chips and stars as you can find. Do this until the time limit almost reaches zero.
- Just before your time runs out, deposit the dream energy in the Ideya Chamber to receive your grade and time extension.

### 2. Gold Chips

When you begin a mare (sub-level) all of the chips you encounter will be blue. These blue chips are the ones that you use to destroy the Ideya Capture. After you have destroyed the Ideya Capture, all of the chips that you encounter will be gold. Collect as many of these as you have time for. Gold chips are the key to an "A" grade.

### 3. Links

Linking is kinda like pulling off a super-combo in a fighting game. The more items you collect and the more rings you move through on one pass, the higher the acrobatic "link" bonus you receive. Therefore, if you encounter a string of stars or rings,



PERFORMING ACROBATICS WHILE YOU HAVE A RIBBON GIVES YOU BONUS POINTS



NIGHTS ABOUT TO PARALOOP A BUNCH OF BLUE CHIPS AND STARS



NINE CHIPS DEPOSITED IN THE IDEYA CAPTURE



FINISHING A STAGE WITH AN A



CLARIS PULLING FIVE LINKS WITH PLENTY MORE AHEAD

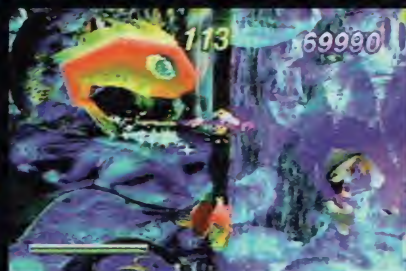




PARALOOP AROUND CLUSTERS TO SAVE TIME



REALA - THE BETTER DRESSED VERSION OF NIGHTS



GETTING FISH-SPAT AT GULPO



PUFFY - FOLLOW THE BOUNCING BALL



WIZEMAN - NOTHING UP MY SLEEVE, PRESTO! NO DOUBT ABOUT IT, I GOTTA GET ANOTHER HAT!

don't pass through them individually. Instead, link them by flying through them sequentially, all on one pass. Linking is probably the easiest way to get points. Link everything in sight.

#### 4. Paralooping

By using the paraloop, you can save quite a bit of time when you are collecting many chips or stars. If you encounter a cluster of chips or stars, perform a paraloop around the entire cluster and you will collect them all at once! Much quicker than trying to collect them all individually.

#### 5. Kill Baddies/Nightmares

If you are hit by one of the enemies, you will lose 5 seconds off your time. It doesn't sound like much but it all adds up. So kill them first and score yourself some extra points. Attack them using the drill-attack, or perform a paraloop around them.

#### 6. Henchmen/Bosses

After you defeat the henchman (boss) of a particular stage, you receive your overall grade for the stage. One of the main things that will determine the type of grade you receive is the time it took for you to defeat the boss. Naturally, the quicker you defeat the boss, the better grade you will receive. So be sure to get in there, and finish them off quick.

### BOSS STRATEGIES

#### Puffy

To beat Puffy, you must push him through the wall on the right hand side. He will break through the wall into another room. You will have to go through several rooms before he dies. Sometimes you must push him through the top half of the wall, and sometimes the bottom half, but remember, you always push him through the wall on the right.

#### Claws

To beat Clawz, simply do a drill-attack on all the mice with the sparkling fuse. When there are no more mice, drill-attack Clawz himself.

#### Gillwing

To beat Gillwing, just fly up against his head and press A, B or C to push his head. Repeat this until he is no more...

#### Reala

To beat Reala, perform the drill-attack and hit him at high speed. Also, you can perform paraloops around him. Repeat this a few times until he is dust.

#### Gulpo

To beat Gulpo, fly to the right height and enter one of the fish. Fly through the water toward Gulpo. Repeat a few times.

#### Jackle

To beat Jackle, get his cape off, and drill-attack him before he gets his cape back on. Repeat this a few times.

#### Wizeman

To beat Wizeman, fly to one of his hands and perform a drill-attack. You should break through and hit him in the main section of his body. Dodge your way through the asteroids and twisters, and keep repeating the previous step. He will die after a few hits.

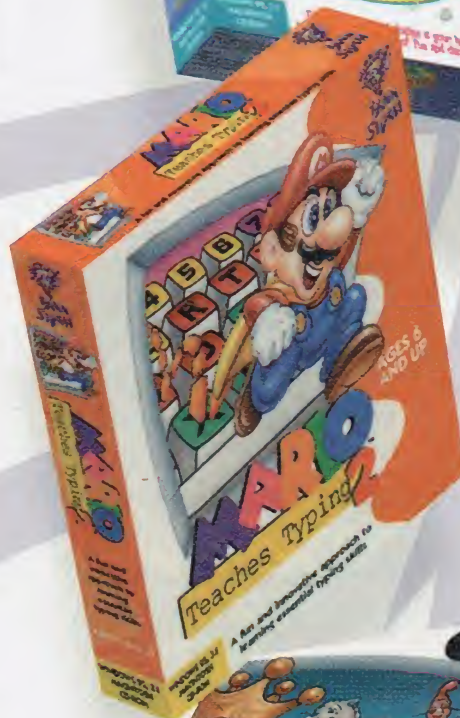
### GENERAL TIPS

- Collect and pass through all items by "linking" wherever possible.
- Collect clusters of items by "paralooping" wherever possible.
- Use the drill-attack to build up speed if you are running out of time.
- Observe the maps before entering a stage to give you an idea of what you are heading for.
- Don't bother spending too much time on the ground.
- The four Ideya Captures in each stage are coloured the same as the dream energy they contain: grey, green, yellow and blue.
- Once you have destroyed an Ideya Capture, don't take the dream energy back to the Ideya Chamber straight away. Instead use the time to collect gold chips and stars. Take the Dream Energy back when the time has almost run out.
- You don't have to deposit 20 blue chips in the Ideya Captures all at once. You can deposit one by one if you wish. But 20 in total are required to destroy the Ideya Captures.



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## The Need for Speed

PC

### CHEAT CODES

If you are on the internet, check out this page - <http://www.ex.ac.uk/jdbooker/nfs/> It has a patch for Need for Speed as well as NFS news and additional tracks you can download. Once you have installed the patch you can use these names:  
**EAC RALY** - turns Rusty Springs into an Egyptian rally track  
**EAC POWR** - Use the Warrior car. Hard to dodge those stacks at 220 m.p.h  
**EAC WARP** - Give faster acceleration and better grip.

### Saturn

#### EXTRA TRACK

Go to the Tournament. Enter the name as **TSYBNS** You will now have access to the Los Vegas track.

#### RALLY MODE

Just hold down the Left and Right buttons when selecting your track.

#### HIDDEN JUMP

Pick the Rally mode of the Los Vegas track with the above cheat. Look for the section of the track that is under construction. Go to the end of that section, turn around and keep going until you hit a great hidden jump.

### PlayStation

#### WARRIOR CAR

Hold **Li+Ri** when selecting any car.

#### ARCADE MODE

Hold **Li+Ri** when selecting Lap choice.

#### NO MERCY

In a 2 player game press **Li+Ri** on the menu where you select 'Head to Head' now when you play City, Alpine or the Coastal road there will be no cars coming in the opposite direction. Burn rubber!!

### EXTRA TRACK (LUNAR SPRINGS)

Go to 1 player Tournament and Enter **SPKSHC**. Hit the **□** button to exit the tournament then go to 1 or 2 player mode. On Rusty Springs Track hold **△+Li+Ri** and you get LUNAR SPRINGS!

#### MACHINE GUNS

After selecting your opponents car, push and hold **Li+O+□+UPPER LEFT** on the control pad until the loading is complete. Then when you push up you'll fire an invisible machine gun that clears the way of cars.

## The Need for Speed Special Edition

PC

If you are on the internet, check out this page - <http://vs.chem.msu.su/kostya/nfsse/NFS-SEf.htm> It has a patch for Need for Speed SE which gives each track a rally and mirror mode. There is also heaps of NFS news and additional tracks you can download.

## Crusader: No Regret

PC

Try these during play.

**JASSICA16** - Try it and see

**LOOSECANNONI6** - Enable Cheats

**CTRL+F10** - Enable Immortality

**F10** - All weapons, max energy, all items

**H** - Hack mover (Hold down shift, then click and drag whatever)

**F** - Display object framework

**CTRL-V** - Memory stats, version #, and other misc. stuff

**F7** - Display grid over level

Useful Command Line Parameters.

**-warp x** (where x is a #)

**-Warp to level x**

**-skill x** - Change default skill level

to x (useful when using -warp)

## Quake

PC

These were printed a couple of months ago but we've had a lot of requests to see them again so here's the complete set. Enter the console by pressing the key then type in any or all of the following:

**GOD** - God mode

**FLY** - Allows you to fly (press D for up and C for down)

**NOCLIP** - Walk through walls

**NOTARGET** - Monsters will not attack unless provoked (you are invisible to them)

**IMPULSE 9** - Arms you with all weapons

**IMPULSE 255** - Turns Quad damage on

**GIVE #** - Give weapon number #

**GIVE H 200** - 200 Health

**GIVE N 200** - 200 Nails

**GIVE R 100** - 100 Rockets

**GIVE B 200** - 200 Bullets

**GIVE C 200** - 200 Cells

## Legend of Oasis

Saturn

### ACCESS 2-PLAYER MODE:

Press **Z** for the Weapon Menu and hold **X+Left-Shift**. Release them and a second player will be added.

## Batman Forever

PC

When the woman says game activated, type **LULLABY** You can use all the weapons and the enemy's will get killed by a single hit by pressing **F10**

### Mega Drive

Enter the code **Left, Up, Left, Left, A, B, Y** on the menu screen to gain access to the cheat menu. Includes Extra men, Level Select and all gadgets.

## Tekwar

PC

Type any of the following command lines to run the game!

**TEKDI NOCHASE** - Removes the shooting enemies from the game.

**TEKDI NOENEMIES** - Removes everyone but you.

**TEKDI NOGUARD** - Removes the guards from the game.

**TEKDI NOSTROLL** - Removes the innocent bystanders from the game.

**NUM LOCK** - Invulnerability

## Seperation Anxiety

Mega Drive

### LEVEL PASSWORDS:

4 - **DCCPMH**

8 - **MDRKJP**

12 - **STSPPC**

13 - **QPMJCV**

### HARDER GAME

For a greater challenge, enter the password **MRRYPN**

### LEVEL SELECT

To start on any level, enter the password **SCBCRS**. Note that you can't finish the game this way, as you'll return to the Level Select screen when you die.

### SECRET ROOM

At the beginning of the first level instead, walk to the upper left corner so you're standing at the edge of the screen next to the garbage can. To enter the secret room, just punch. You'll fight a bunch of enemies who will die after one hit. When you've defeated them all, an extra life will appear in the room. Wait a couple of minutes and four more lives will appear. Grab these before the screen fades and you'll return to level one with 8 lives!



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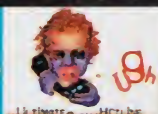
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## Formula One PlayStation

Enter any or a combination of these cheats in the Race Qualify screen (where you choose between Practice, Race and Qualify)

### BUGGY MODE:

- Hold down the **SELECT** button and tap the following buttons fast: **Right, Up, Δ, Left, Up, □, Δ**. You should see the message: "Buggy Mode Activated".

### BIKE MODE:

Hold down the **SELECT** button and tap the following buttons fast: **Down, Up, O, Δ, Right, Up, □, Δ**. You should see the message: "Bike Mode Activated".

### LAVA MODE:

Hold down the **SELECT** button and tap the following buttons fast: **□, O, Up, Right, Right, O, X**. You should see the message: "Lava Mode Activated".

### GIBBERISH MODE:

Hold down the **SELECT** button and tap the following buttons fast: **Left, Δ, O, Up, Down, Down, Right, O, □, □**. You should see the message: "Gibberish Mode Activated". Listen to the way Murray sounds to non-racing enthusiasts!

### BONUS TRACK:

Hold down the **SELECT** button and tap the following buttons fast: **Left, O, O, Δ, Δ, O, Up, Right**. You should see the message: "Bonus Track Activated". This will make the bonus track selectable just like the normal tracks.

## Pitfall - The Mayan Adventure PC

Type these in while playing.

**HATMAN** - Turn into a stick figure

**IDDQD** - Check this out for a surprise

**PUMPYOUUP** - Load all weapons to 99

**MEOWMEOWLIKEMEOWMAN** - 9 lives

**EATMOREBRAN** - 9 continues

**FIVEASYPieces** - warp to 5th level

**PUMPYOUUP** - 99 of each weapon

**IDBUYTHATFORADOLLAR**

- access to all levels

**FRAMERATE** - displays frame rate

**LETSDOHETIMEWARP**

- original pitfall game

## Madden 97 PlayStation

### EXTRA TEAMS

At the user screen, enter **TIBURON**.

Press **X** to accept this name, then press **O** to back out. At the team select screen, there should be 7 new teams to wreak havoc with.

### VIEW CINEMATICS

Turn on the Playstation holding **LI+RI**.

After the Sony symbol comes up the game will show you the cinematics instead of going into the game.

## Strife PC

Type in any of these codes at any time during game

### FULL VERSION:

**ELVIS** - No Clipping mode (walk through walls toggle)

**JIMMY** - All keys

**OMNIPOTENT** - Invincibility

### SHAREWARE VERSION:

**GOTOxx** - Level Warp (xx = Which Level)

**GUNS** - All Weapons

**IBGOD** - Invincibility

**IDDT** - Full Map toggle

**KILLEM** - Kill all enemies on level

**OPEN** - All Keys

**STIC** - Stealth Boots

**STUFF** - Invincibility, All Stuff,

Teleporter Beacon

## Final Doom PlayStation

These will work on DOOM also. Just pause the game and enter any of these:

God mode - **D, L2, □, Ri, R, Li, L, O**

Full ammo - **X, X, Li, U, D, R2, L, L**

Level skip - **R, L, R2, Ri, Δ, Li, O, X**

All map lines

- **Δ, Δ, L2, R2, L2, R2, Ri, □**

All map objects

- **Δ, Δ, L2, R2, L2, R2, Ri, O.**

X-ray goggles

- **Li, R2, L2, Ri, R, Δ, X, Right.**

## Cyberspeed Saturn

### PASSWORDS:

2. **4XVHBBBCDBCBG**

3. **4YVRBCCDFCDDBJ**

4. **4OWOBCCFCGDDBL**

5. **4IW7BDDGGCDFBN**

6. **43XGBDDGHCFCBQ**

7. **44XNBFDHJCFGBS**

8. **46YZBFFHKDHGBV**

9. **47Y5BGFJLDHGBX**

10. **49ZDBHFKLFHGBZ**

### DAISY THE COW

In Options, choose Load and press **X**.

Now press Left 14 times.

## Mortal Kombat 3 PC

The PC owners turn for some action... Type any of the following command lines to run the game!

**MK3 0666** - Smoke enabled

**MK3 1111** - Miniature characters

**MK3 1995** - Invisibility

**MK3 8000** - Turbo mode

**MK3 8888** - Jumbo characters

**MK3 1000000** - Shao and Montaro enabled (only in 2 player mode)

## Fade to Black PlayStation

Here's a complete set of level codes...

LEVEL 1: **SOTXOS**

LEVEL 2: **TOXOSX**

LEVEL 3: **XOXOTX**

LEVEL 4: **XSTOOT**

LEVEL 5: **SSTXXT**

LEVEL 6: **TXXXXC**

LEVEL 7: **OOTXTX**

LEVEL 8: **SSXTSS**

LEVEL 9: **TXXTOT**

LEVEL 10: **XTSOTX**

LEVEL 11: **OSXXSX**

LEVEL 12: **XTXSXX**

If you fail to save the girl:

LEVEL 13: **XXOTOT**



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## cheat mode

### Nights Saturn

#### DEBUG MANU:

1. On the Sonic Team screen press **A, B, Right, A, C, A, Down, A, B, Right, A** (ABRACADABRA)
  2. If done correctly, you should hear "Aptival!" as if you ran out of time.
  3. At the Title Screen press **Up, Down, Left, Right, A + Start**.
  4. You should hear a chime (a la Sonic 1) indicating the completion of the code.
  5. Highlight one of Elliot's dreams and press **X, Y, Z, Y, X**.
  6. Now press **Start**.
  7. As Elliot, Pause and press **Right, A, Left, Left, Y** (RALLY)
  8. Press **Start**.
  9. Collect 50 orbs, jump and Pause the game in mid-air.
  10. A debug menu appears, allowing you to change the time limit, take away the alarm eggs and access all levels in the normal mode AND in the 2P VS! (including boss arenas plus WIZEMAN!!!!)
- NB:** Steps 1 & 2 alone will give you Invincibility.

### Earthworm Jim 2 Saturn

Pause a game and enter the following codes:

- Nine Lives - **Y, A, Right, Down, Down, A, Left, Right**  
 100% Energy - **Left, A, Z, Y, Down, A, Y, Down**  
 Plasma Gun - **C, A, Right, Right, Up, Down, Up, Left**  
 3-Finger Gun - **Down, A, Up, B, Right, Right, C, Right**

#### LEVEL CODES:

Level 2:(normal) **gun - energy -**

**blue gun - sandwich - can worms**  
 Level 3: **bubblegun - sandwich - sandwich - bubble gun - energy**  
 Level 4: **3 gun - gun - missile gun - 3 gun - blue gun**  
 Level 5: **energy - bubble gun - bullet - can worms - Jim**  
 Level 6: **bullet - sandwich - gun - Jim - gun**  
 Level 7: **missile gun - blue gun - bubble gun - bullet - sandwich**  
 Level 8: **blue gun - can worms - bullet - missile gun - Jim**  
 Level 9: **bullet - gun - missile gun - bullet - Jim**  
 Level 10: **sandwich - gun - Jim - blue gun - blue gun**  
 Level 11: **3 gun - bullet - bubble gun - energy - bubble gun**  
 Level 12: **missile gun - energy - bullet - energy - energy**

### Ultimate Mortal Kombat 3 Saturn

The codes marked with \* are available on the Playstation also.

- 700-723** - Mileena  
**964-240** - Ermac  
**760-520** - Classic Subzero  
**390-000**  
 - Player 1 inflicts half damage \*  
**000-390**  
 - Player 2 inflicts half damage \*  
**390-390**  
 - Both Players inflict half damage \*  
**722-722** - Combo System Enabled \*  
**321-789** - Super Run Jumps \*  
**555-556** - Special Moves Disabled \*  
**040-404** - Real Kombat \*  
**024-689** - Super Endurance \*  
**975-310** - Regenerating Powerbars \*  
**717-313**  
 - Rain hidden in Graveyard Stage \*

### Terminator: Future Shock PC

#### CHEAT CODES

Activate the cheat mode by hitting **ALT** and **#** then enter code word and press return.

**BANDAID** - Restores power and armor points

**FIREPOWER** - Gain all weapons

**GARBLE**

- See the cheat codes you're typing

**ICANTSEE** - Viewscreen

**NEXTMISSION** - Warp to next mission

**SUPERUZI**

- Get Super Uzi with 9999 ammo

**TURBO** - Turbo mode

**WHOAMI** - Displays location



### Bust a Move 2 PlayStation

#### CREDIT CHEAT:

Go to Option mode and highlight credit, then press: **Left, Right, R1, R2, L2, Li, Up, Down** Keep pressing the **O** to increase credits.

#### EXTRA WORLD:

Enter the following Cheat on the Title Screen: **R1, Up, L2, Down**

#### DIFFERENT CHARACTERS:

You can select different characters to play during Puzzle Mode.

Just select Puzzle game from the Selection Menu and when you are on the Map screen, do the following code: **Right, Right, Up, Down, Li+L2+R1+R2**.

A special character select screen will appear. Cycle through the characters and select the desired one. You will start the next stage with the character.



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Yes... it's

# Sonic

Yes... it's a super duper 3D Saturn platformer...

Yes... it's coming real soon...



# HYPER»

HYPER Letters  
PO Box 634  
Strawberry Hills  
NSW 2012  
Fax: (02) 310 1315

**E-mail:**  
freakscene@next.com.au

## Playstation/Motor Toon GP 2 Comp Winners

We had an absolutely amazing response to our "Draw Yourself a PlayStation" competition, with gamers right around Australasia discovering previously unknown artistic talent in a desperate attempt to score themselves a Sony PlayStation and copies of the hot new PlayStation racer, Motor Toon Grand Prix 2. The standard of entries ranged from superb to outstanding and everyone who entered should be congratulated for the time and effort spent on their creations. You'll be happy to know that the HYPER office now has brand new and super-colourful wallpaper, so thanks for that.

But there can be only one winner...well, actually there are six winners in total, but only one person is getting their very own PlayStation with Motor Toon GP2. And that winner is:

**MATT JONSSON** Hope Valley, South Australia

The runners-up (who win a copy of Motor Toon GP 2) are:

**MELANIE BURNS** Ivanhoe, Victoria

**JONATHAN KERNEY** Templestowe, Victoria

**MATT THOMPSON** Paddington, Queensland

**MAT BRADY** Bardon, Queensland

**OLIVER ERRINGTON** Bay View, NSW



These winning entries have made up our reader art for this month... check it out! »

NINTENDO CAN SHOVE IT

Dear HYPER,

Well well well... what do you expect.. once again the big N have made us wait even longer!! :-)

It has been put off and put off how many times? Too bloody many, I say. I've been waiting for this beast for so long, cause Nintendo have always had the better machines.. I know some of you won't agree with that bit. Ever since Mars and Luigi on the ol' NES I've always liked Nintendo but now my love is becoming stretched. I wanna play Ultra Mario and I wanna play it now. Is Stuart the only guy in Australia privileged enough to be able to do so!

This little postponed release incident will cost Nintendo big time. I know I for one am really starting to get pissed off!! Maybe I won't buy one at all now, I'll just save and get a Pentium Pro 200 and Nintendo can just shove that up their ass! **SCREW YOU NINTENDO!**

**ENSIGN R**

nye@minyos.its.rmit.edu.au

It certainly is a sad state of affairs isn't it, Ensign and your anger and disappointment are understandable, however there are quite a few import N64's starting to come into the country so I'm certainly not the only person who has played Mario 64. If you're desperate enough you could get yourself an American or Japanese N64 with a converter (it'd still be cheaper than a Pentium Pro 200).

NINTENDO MAKE GREAT GAMES

Dear HYPER,

Andrew F., you are a complete wanker. You and people like you shit me to tears. After reading your letter (HYPER #36) it seemed obvious to me that the reason you were bagging the N64 wasn't because of the machines capabilities but to defend your purchase of the PlayStation. A game machine should be rated not just by the hardware in the box but the quality of the games the company makes. You said it yourself, Mario 64 is the best looking console game ever and let's face it, Nintendo make the greatest games. If you don't agree then you are either in a state of denial or wouldn't know a great game if it kicked you up the arse.

Now I can hear all you Sony and Sega supporters saying "Nintendo lover, BOO-Hiss" and you would be right, I am a staunch Nintendo supporter but only because of the quality of the games they make. I have owned most consoles at one time or another from the Atari

2600 and Master System to the 3DO and currently PlayStation and they all had great games made for them, but no sole company has produced as many console classics as Nintendo.

My advise to you Andrew is to judge a machine by its games and not jump on the CD bandwagon. If Mario 64 is anything to go by then cartridges have a home in my house.

Just a few quick points of advise too. If you want to play CD music Andrew then go buy yourself a \$150 CD player not a \$400 games machine. Secondly, if you want to play FMV games then you're a very sad man.

**BRAD TAYLOR**

**OK Brad your point is made and it's a good one too - judge a machine by its games, not by its tech specs.**

TEKKEN IT TOO FAR

Dear HYPER,

You've Tekken it too far! All the subtle brain washing, trying to get your readers to buy a PSX and play Tekken II. Are you having a competition amongst yourselves to see who can work Tekken II into the game pic captions for the most irrelevant game??? There's only so much a gamer can Tek! I've had trouble sleeping at NIGHTS, in my dreams I'm virtually fighting off the Guardian Heroes. But if I can Rally the support of my friends, I think I'll be all right.

**BLAKE MCKIMMIE**

blake@psy.uq.cz.au

**We like having fun, that's all. Don't tek us too seriously.**

LETTING OFF STEAM

Dear HYPER,

I really want to let off some steam about this censorship business. First of all, I think the fact that violent computer games (ie, MK3, Duke Nukem 3D and co) make kids and/or adults aggressive is the biggest load of bull I've ever heard. They do not make kids and/or adults aggressive and that's fast becoming a fact. In research conducted by the Office Film and Literature Classification (OFLC) and the Australian Broadcasting Authority (ABA), they found out that families treat it as another form of entertainment. But how does that explain the reason why these lucky stiffs in the US of A get to play the full version of Duke Nukem 3D while us Aussies get a "modified" version which is more suitable for two-year-olds than us games players.

After getting that off my



chest, have a few questions I want answered.

1. Why was the PC version of Alien Trilogy delayed when the Saturn and PlayStation versions weren't?

2. Are Sega planning to convert the Virtua Cop games and the gun to the PC?

3. Why are our classification on computer games laws so severe? Only Germany has laws this tough.

4. When's Road Rash PC coming?

5. Are Sony planning to convert games such as Ridge Racer Revolution and Twisted Metal to the PC?

Last of all, I think your mag is great and that's a fact. Thanks for your time.

Bye.

**PHILIP**

Belrose, NSW

OK, if you want to let off more steam about the censorship of computer games write your local Federal MP or the Federal Attorney General. 1. I dunno...maybe they wanted to make the PC version a bit better in order to compete with Duke and Quake. 2. Sega have started to convert their games to the PC, but Virtua Cop is not one of them at this stage. 3. We have some very ill-informed and technophobic politicians who have very little idea what's happening in the world and absolutely no idea what to do about it. It's ironic that we're living in John Howard's self-proclaimed "new era of free speech" and yet we're suffering more censorship than ever. 4. It should be out now 5. No.

# TIME'S UP NINTENDO

HYPERactive type persons,

Greetings from the pooshoota's lair. Just writin' to the HYPER crew, but not kissin arse, 'cause that's what Nintendo do best. Shock! Horror! An attack on the big N?!

Damn right! I for one am getting mega pissed at the delay after delay. After delay. Now all the smart Nintendo owners (both of them) are sitting at home with a Saturn or PlayStation to keep them warm on cold nights, while their NES or SNES rots (in hell).

People (HYPER included) keep saying to me "just wait, it's gonna be BIG, it'll be worth the wait, be patient..." But, it'll have to pretty damn good to warrant waiting two years while other (more intelligent) gamers are having FUN on the other systems, not sitting at home on their dots defending the Mario Mongers amongst us. Time's up Nintendo, you can't defeat the HUGE range for both Sega and Sony have from

in-house programmers and third party developers, no matter how cheap, how big or having the number 64 in the name (Commodore already did that...).

Now to the questions:

1/ What's happenin' with VF3? My saliva glands can't take it much longer....

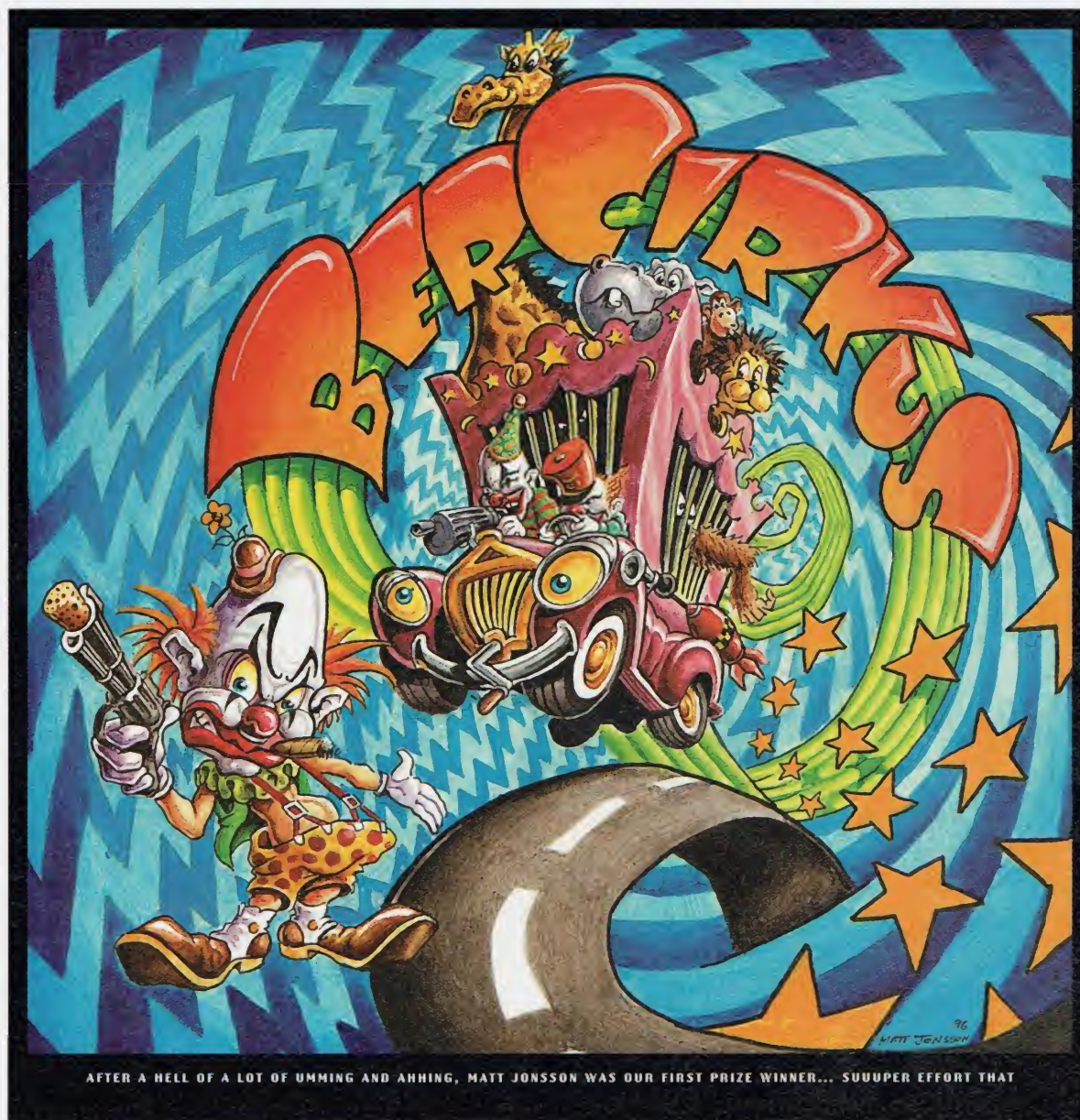
2/ How far off is Daytona 2?

3/ How about a bit of music on HYPER CTIVE? Pantera kiss arse you know...

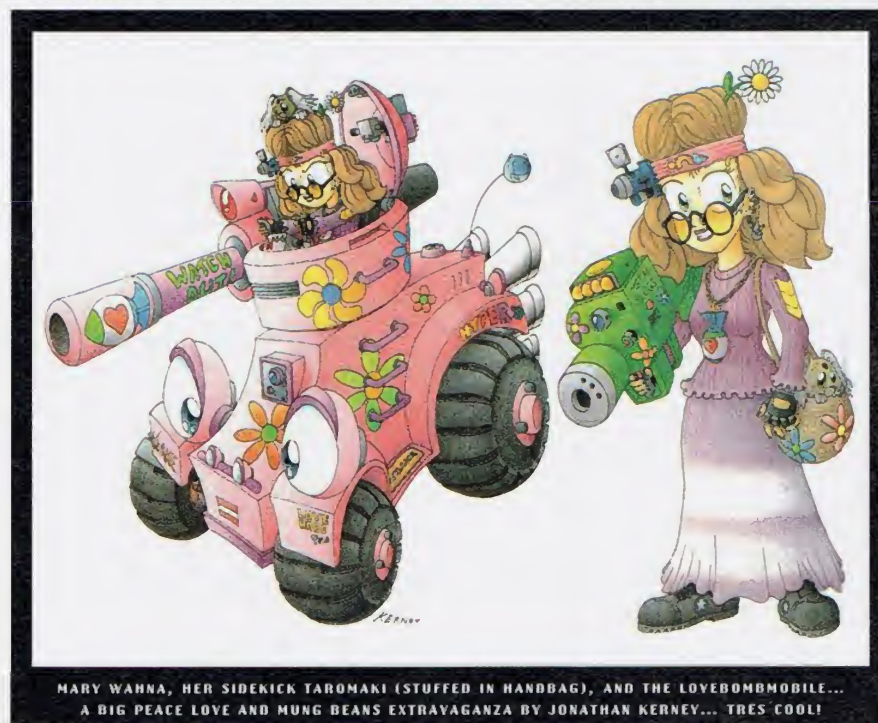
Not yours,

**POOSHOOOTA**

We've received a lot of letters from readers who have given up waiting for the N64 so you're not alone Pooshoota. 1. VF3 should be in some of the big arcades by the time you read this. Go get it!! 2. Daytona 2 for the arcades is not far off either and neither is the Daytona Special Edition for the Saturn. 3. We're a game site, not a music site. Hmm, we'll think about it though...



AFTER A HELL OF A LOT OF UHMMING AND AHING, MATT JONSSON WAS OUR FIRST PRIZE WINNER... SUUUUPER EFFORT THAT



MARY WANNA, HER SIDEKICK TAROMAKI (STUFFED IN HANDBAG), AND THE LOVEBOMBMOBILE... A BIG PEACE LOVE AND MUNG BEANS EXTRAVAGANZA BY JONATHAN KERNEY... TRES COOL!



SICK MAG

Dear HYPER,

Sick mag, got every issue, went to America for a year and had all issues imported to me, etc. I don't want to kiss your butts (although it's tempting), so I'll get down to business.

1) I'm thinking about forking over some money for the Nintendo 64 (if it ever gets here) and was curious about the price here and, since you are the Zeus of Gaming, thought you might know.

2) I just got a Pentium 200 and I thought you guys could recommend some games which fully utilises my beast's power.

3) Any idea when C&C: Red Alert is going to come out as I'm a big fan of these games.

4) I know a complete dickhead who bet me a Sony PSX that in Ultimate Doom you can look up and cown!!!! Course we all know you can't but he won't believe me unless he sees it in your mag so PLEASE!!!!!! print this letter so I can get me a PlayStation.

Thanks for everything.

Your sincerely

MR EGGY

1. The proposed retail price for the Nintendo 64 when it launches in Australia on the 1st March 1997 is \$399. It will not be any more expensive than that, and if Nintendo of America's pre-launch price cut is any indication, it may get even cheaper. 2. There are heaps of games that could use that power - pick your fave and turn all the graphics options on. Try Quake, Grand Prix 2, Flight Unlimited, Cybermage, Apache Longbow etc 3. It'll be out before Christmas and it's looking hot! 4. Your friend is a complete dickhead and he owes you a PlayStation.

HURRY UP. MR SEGA!

Dear HYPER,

You guys must have the best job around (game reviews etc.) and it shows in the top quality of your mag - good stuff!

Up front, I must say I am a Saturn owner and am very happy with the performance of it so far. I like to read the monthly Sega fan V Sony fan highlights in your letters page each month and I eagerly await (join the queue, I guess) the third entrant in this very amusing tussle - namely Nintendo with its U64.

I'm happy for Sony and Nintendo lovers to have their

preferences, and even to slag off ad-nauseam re the Saturn - it doesn't bother me at all. However, I would just like to throw in my two cents worth if it's OK.

The only thing that irks me about my system is the wait - the dreary long boring wait - for some of the bigger game titles to be converted to Saturn. I have money to spend right NOW on games like Resident Evil, but where is it? My guess is it's ages away for Saturn. Similarly, I would buy other titles without hesitation (Doom, Descent and Olympic Games, spring to mind) but where are they?? Who knows?? And now (last issue) you tell us that Quake won't be being ported to Saturn AT ALL!! Heck Sega - it's not fair.

I know that "Mr Sega" would argue that PlayStation etc. will never get titles like Sega Rally, Virtua Cop and Virtua Fighter! But Mr Sega, we all know that it's only a matter of time before games of similar or similar content and quality (or better in the case of Tekken 2) appear to wipe that argument right out.

I don't want to whinge too much. As I say - I really like my Saturn and no doubt my money will get spent on some good titles coming later (there's that word again) in the year. Still, on behalf of Saturn owners I just want to appeal to Sega, to ask if they could really strike a blow

for their systems and ensure that it gets its games out at (roughly) the same time as the opposition. PLEASE!!

Lastly - a few questions you might be able to tell me the answer to.

When are the following games coming to Saturn?

1. Marvel Super Heroes.
2. Alien Trilogy
3. World Series Baseball 2
4. Virtua Cop 2

Thanks for a good magazine.

RAY

Camp Hill, QLD

The PlayStation does seem to be securing most of the hot PC game conversions first, possibly because of the ease of translation but the Saturn is scheduled to get most of the third party games that you're seeing on PlayStation so all you've got to do is...um...wait (sorry). As for questions 1. Before Xmas 2. Now. 3. Before Xmas. 4. Early 1997.

VIOLENCE & SEXISM ON TV  
DEAR HYPER.

How come the media keeps making claims that video games are too violent? Thanks to them there has been a ratings systems introduced. Great games get bad ratings while all news channels are rated 'G'. The media has shown more violence and sexism than all the violent video games on every system combined

together. This bloody sux. I reckon all the News shows ought to have a bloody good look at themselves. Just because a game is violent doesn't mean everybody is going to go out and kill someone. If they do they're obviously not sane. They're insane just like the journalists who write the crap about video games being too

violent. This is all I have to say on this issue.

ADAM

Wamberal, NSW

Short, but very sweet. It's about time the media started taking a serious look at the censorship of games and not run ill-informed "horror stories" about video game gore and its impact on our "kids".



A TOUCH OF ANIME STYLE MAGIC FROM OLIVER ERRINGTON.  
TAKE A CLOSE LOOK AT THAT BIKE AND THAT CAT... GREAT STUFF!



THIS STUNNING BIT OF ARTWORK TURNED HEADS AT HYPER WITH ITS DISTINCTIVE STYLE...  
MELANIE BURNS SCORED A PERFECT 10 WITH OUR GERMAN JUDGE FOR THIS BREATHTAKING PERFORMANCE...



play  
**HARD.** DIE  
hard.

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DIE HARD™



DIE HARD 2: DIE HARDER™



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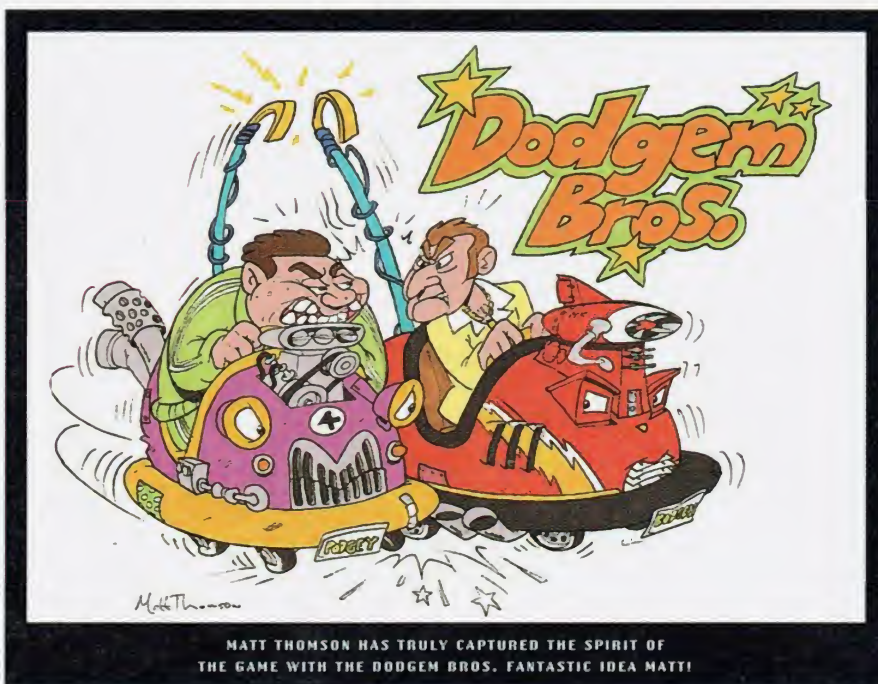
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## MAJOR HASSLE



EXCEEDINGLY CLEVER IDEA FOR A MOTOR TOON CHARACTER & EXCEEDINGLY SKILLFUL ARTWORK ASSURED MAT BRADY OF A PRIZE... STERLING STUFF!

### PROUD PLAYSTATIONER

To the Hyped HYPER Guys of HYPER Headquarters,

I think your magazine is the greatest. I buy it every month. I have a PlayStation and am proud to have one. And now answer my questions (please).

- 1) Will Gender Wars ever be on PlayStation, if so, when?
- 2) Will Duke 3D on PlayStation be as good as the PC version?
- 3) Is Cyberia any good?
- 4) Will Ultimate MK3 be worth getting or should I wait for Tekken 3?

If you at HYPER print this, I will worship your brilliant magazine forever.

Sincerely

**SAM BOTTRILL**

1. No word of a Gender Wars conversion for PlayStation. Probably depends how well it sells on PC. 2. I haven't seen it yet, but I'd say it'd be good. 3. No sir, I don't like it. 4. If you're a Mortal Kombat fanatic, get UMK3. If you're not then get Tekken 2 (what's this Tekken 3 crap? How long do you intend waiting for that?)

### MAC GAME AGE IS COMING

Hey HYPER, Macintosh. Ever heard of em? This little ol' operating system with oh... 20 million users world wide, a joint leadership in the units shipped worldwide, a wide lead in the technology margin and perhaps the most fanatic user base with the exception of Sega, Nintendo and Amiga (Gawd).

I think I've worked out why Apple is having a crappy time on the financial front. Games. Or rather, the sad lack of them. But the new age is coming... For a start, Apple has just woken up to its market and released a whole new set of APIs called GamesSprockets, to make game building easier.

Imagine Quake with voice recognition. Imagine Diabolo with Quicktime VR. Imagine Earthsiege 2 on a 225 megahertz PPC604e PowerTower Pro, with 32Mb RAM and a 128 bit, 8Mb video card :)

What is HYPER's position on Mac as a games platform? In six months time? And what about some of the rumours regarding a 3DO-Apple agreement over M2? I've heard some people saying that Apple will field a plug-in card that turns your Macintosh into an M2 games platform. They share the same CPU, after all.

Windows 95 as a games platform? Sure, if you have more money than God to spend on memory and video cards. Sure, if

you like running the beautiful, slick hot code of Quake alongside 10,000 known bugs. Sure, if you happen to enjoy a massive messy hodgepodge of 16 and 32 bit GUI components. Sure, if you like having Terminal Velocity getting 4Mb RAM whilst Windoze takes the other 12.

And Quake-killers. What about things like Prey? Unreal? Prey will KILL Quake dead. Further, it will be as interactive as Duke, as scriptable as Quake and as fast as Doom2! And it will come out on PC and Mac at the same time!

And Unreal. With Intel shipping the hot new P55 MMX processors and the P65s on their way, Unreal promises to be a "very" kewl item. Just a bloody shame it'll share that MMX grunt with Lose95. Just my rant.

### RIPPERJACK

It certainly was a bit of a rant Ripperjack but don't worry - HYPER loves the Mac (we use them to put the mag together) and we can't wait for the Mac to become a serious games platform. As you say, the situation is getting better all the time now and while we don't know anything about an Apple/M2 deal, in this crazy world anything is possible.

### DUKE RULES QUAKE

Dear HYPER

You said that Quake is better than Duke Nukem. Now you guys are usually right about things and your mag is great but this time you are wrong. "Wow! Quake has good graphics and we've been waiting for it for ages it must be good" you all say, but it is just the same as Doom and it's too easy. I got it and finished it in less than a week.

And the 3D graphics you go on about. They don't look good. They look weird.

One other thing is what you said about the weapons when you compared them with Duke. What do you mean everything but the chaingun is useless? The freezethrower is very useful in multiplayer because you can bounce the ammo off the wall. The tripbombs are good for traps and the shrinker is good for short distance confrontations.

So look a little deeper when you compare two games together. DUKE rules.

### SAM MERRIMENT

Believe us Sam, we looked deeply when we compared Duke 3D and Quake and we may just have to agree to disagree about which game is better. As long as you're having fun...



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It's kill or be killed within the Arenas of Electrostatic Flux. Survive and continue your journey through the galaxy, buying faster, more powerful ships and weapons. With Nihilist's mind-blowing soundtrack and 3D-like effects, you're in for the fight of your life.



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## FOR SALE

**Mega Drive/Mega CD** - Arcade Power Stick. Including 8 games - MK1, Virtua Racing, Flashback, Bubsy Hard Driving, Gadget Twins, Road Avenger, Chuck Rock 2. Excellent condition. Sale for \$250 o.n.o. Phone Denny on (02) 9829 5135.

**Super NES** with 2 control pads, 14 games including MK3, Yoshi's Island and DK2. Also c/w Action Replay MK3. Stereo A/V cable and HEADS of computer mags. Worth over \$1300 sell \$499. Ph. (059) 841 888.

**Mega Drive Games; Bargains** - Perfect Cond. The Chaos Engine, \$25, Eternal Champions, \$30, the pair \$45. FIFA Int. Soccer, General Chaos and EA 4-Way Play Adaptor, all for \$55 (will separate) Ph. Adam on (07) 3341 0047.

**Goldstar 3DO**, 7 games, 2 controllers, 1 demo disk, NTSC-PAL converter, all instructions, original boxes, in brand new condition \$595. Phone Damien after 6pm on (042) 833 627.

**SNES GAMES:** DKC2 \$70, Super Metroid \$35, Unirally \$25 and assorted game magazines (24 of them) including Gamepro, NMS, Gameplayers and many others. Sorry, but you must pay for postage. Call now on (056) 278 253

**PC Games:** Grand Prix Manager \$40, Screamer \$30, Indycar 1 with trackpack \$20, RAC Rally \$20, or will swap all for FIGP2. Call Cameron (08) 8339 5589.

**Mega Drive 2** (16 button pad) \$70, MK3 \$55, MK2 \$35, FIFA 95 \$25, NBA Live 95 \$25, Triple Play 96 \$30, Toughman Contest \$30, Road Rash 3 \$40, Rugby World Cup 95 \$30, Macklen 95 \$25, or the lot for \$300. Call Anthony on (02) 9543 5035.

**Anime RPG** for PC, Dragon Knight 3 CD. Based on anime of same name. Comes with free Dragon Knight mouse pad. Import from America, brand new \$90. Call David on (074) 464 236 AH.

**SNES**, 3 control pads, 15 games. Universal adaptor, Super Gameboy and a Super Multitap. All boxed with instructions. \$1150 o.n.o. Phone Anthony (after 4pm school days) on (049) 754 817.

**Bargain CD ROMs!** Jungle Strike \$25 PC Player issues (cd's only) 1,2,3,4,5 \$6 each Powerhits sports - 4 sports games on one cd \$10. The top 100 shareware games \$15 Traffic Department 2192 \$5 Expert Software Labels (3.5 inch disk) \$15 White wolf software series 3 \$5 Super Metroid standee \$10 (must live in SA too purchase standee) Ph: (08) 8381 8318 and ask for Michael.

**Super Nintendo** for sale with one controller and MK3 with cheats and RF switch AC adaptor in perfect condition all boxed will sell for \$290. Ph: Normie on (077) 413 007 between 3pm to 6:30pm.

**Super NES** for sale with Super Tennis and Intn cricket all boxed 2 controllers only 2 weeks old will sell the lot for \$310. Ph: Thomas on (077) 413 007 between 3pm to 6:30pm.

**SNES2** control pads, 18 games ie, DK 1 and 2, Flashback, Super Metroid, Syndicate, etc. Also Pro Action Replay, all boxed with Ins. plus 100s of cheats. As new, \$700, ph 051 55 3883, or write J. Macklin, 1/5 Barkes Ave, Lakes Entrance VIC 3909.

**SNES with 2 pads**, converter and 9 games - MK1, 2 + 3, Killer Instinct, Yoshi's Island, DKC, Mechwarrior 3050, Mega Man X + Battlemaniacs. All games have original boxes, 2 missing manuals. Comes with a file of cheats. Sell for \$400 o.n.o. Phone Sean on (09) 453 9531. Perth buyers only.

**MD2** with 2 pads (6 button) and 19 excellent games - MK2, Sonic 1 + 2, Jungle Book, Streets of Rage, Tiny Toons, Golden Axe 2, Street Fighter 2 Champion Edition, Revenge of Shinobi plus more. All have original boxes, not all have manuals. \$500 o.n.o. Phone Sean on (09) 453 9531. Perth buyers only.

**Dungeon Master 2** - \$40, King's Quest 7 - \$40, Rise of the Robots - \$20, Shadowlands - \$10. All games except R.O.T.R and Shadowlands are boxed with manuals. Call (03) 9571 4160 ask for David, Victoria only.

**Sony PlayStation Inc. Demo Disc**, 2 Controllers, Mem. Card, 7 Games: Resident Evil, Alien Trilogy, Total NBA, Wing Commander 3, Physic Detective, Disc World, Street Fighter TM. (Everything PAL!) Paid \$1500, Sell for \$800 Call Fin: (042) 975 247.

**SNES**, 2 pads, Action Replay 2, Super Game Boy & 5 games (MK3, DKC) all with boxes and instructions. \$400 or swap for PlayStation with one controller. Call (052) 312 213, ask for Luke.

**10 good condition Gameboy games:** Navy Seals \$35; TMNT 2 \$25; Double Dragon 3 \$35; Super Mario L 1 \$30; Super Mario L 2 \$30; Super Mario L 3 \$35 and more; 1 4 player adaptor as new \$40; 1 water proof, 7 game E Gameboy carrier with shoulder strap \$30, or \$310 for the lot. All but 4 boxed, all instructions. Phone Simon on (054) 967 223 after 7pm weekdays.

**PlayStation games:** Zero Divide and Street Fighter Alpha \$60 each or swap for any other decent PSX game. Ph. (065) 822 619. Ask for Trent.

**NES with 100+ games**, universal converter, cables, 2 pads (One Turbo), 1 joystick, light gun. (sell \$110 - \$175). Games include Super Mario 1, 2, 3; Lost Levels; Mega Man 3. Call Mitchell on (02) 9153 7246. (swap - PlayStation with no games).

**PC CD Rom games:** The Hive, Rebel Assault 2, Creature Shock, and the Seventh Guest all boxed with instructions, all double CD for \$150 or swap for Super Nintendo with games. Call Ray on (02) 9907 9980 after 5pm.

**Gameboy** - 1 year old, good condition. Selling with or without games: With, Kirby's Dreamland - \$80. With Super Mario land - \$100 or Kirby's Dreamland on its own - \$25, Super Mario land on its own - \$45. Ph Kimberly on (066) 884 386.

**BUBSY**, for Super Nintendo with booklet. Only a couple of months old - \$40. Ph Kimberly on (066) 884 386.

**Super Nintendo**, 2 controllers, 1 turbo fire control pad, converter, 8 games: NBA Jam, Super Mario World, Final Fight, Ren & Stimpy: Time Warp, Simpsons: Bart's Nightmare, MK2, Super Star Wars, Street Fighter 2. Boxed with instructions all for \$400. Call Oscar on (03) 9592 7590

**Great deal Mega Drive II** for sale: 2 x 6 button and 1 x 3 button controllers. 8 games including MK II, NBA Jam T.E., Revenge of Shinobi, Alex Kidd In The Enchanted Castle, Alien 3, Alien Storm, Sonic 2 and Super Real Basketball. Plus Mario and Yoshi and Kirby's Dreamland for Gameboy. Will sell the lot for \$300. Phone (08) 8277 0863.

**Cheap PlayStation games** - Toshinden, Twisted Metal and Ridge Racer. \$50 each, or \$110 for all 3. Also Fi and MKII for Saturn. \$50 each or \$85 for both. Ph (076) 968 722.

**Sega Mega Drive 2**, 9 games including MK3, 1 6 button control pad and a 3 button joystick all cables required included \$300 o.n.o. Call (02) 449 3783 and ask for James.

**Mega Drive 2** with 2 pads (1, 6 button) excellent condition, in box with all cables - \$50. Games: MK2 - \$35, SF2 SCE, NBA Jam, EWJ - \$30 each, Aladdin- \$25, Ecco, Rocket Knight Adv. - \$20, Bubsy, David Robinson's Supreme Court Basketball - \$15 each. All in great cond. in boxes with instructions, prices negotiable. The lot for \$250. Call Adam on (09) 448 8933

**SNES** - 7 hell games: MK2, SSF2, NBA Jam, 3 control pads, pro-action replay and stacks of mags and cheats. \$450 for the lot. Call Daniel on (066) 554 057

**Sega Saturn** with Sega Rally, Virtua Fighter 2, extra controller and demo disc. Good condition, worth \$650 will sell for \$400. Call Ken on (03) 9785 1660.

**PC CD Rom games:** Rise of the Triad: Dark War \$35, Mortal Kombat 2 \$65. Call John between 3pm-7pm on (054) 415857

**Super Nintendo** with 1 controller and 5 games: Super Int. cricket, Donkey Kong Country 2, Super tennis, F-Zero and Mario All Stars - \$300 ono. Call Tim (02) 9872 5915

**Goldstar 3DO** with 2 controllers, a fightstick pro joystick, 15 games including new releases such as Lost Eden and Dragon Lore plus 3 demo disks - \$500. Call (03) 9489 5229

**NTSC Sega Saturn**, as new, bought in Japan, \$200 ono. Call Bret on (07) 3290 2307.

**PlayStation**, and 2 games (Destruction Derby and The Need For Speed), 3 controllers including a Negcon & 1 memory card. All boxed in perfect condition. \$350 ono. Call (09) 418 3343 (Perth Only).

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## SWAPS

**PlayStation Game:** Battle Arena Toshinden 2, preferably to swap with Need for Speed or Road Rash, but any game considered. Ring Martin after 7pm weekdays or no the weekend. Ph. (02) 9569 8627.

**I will swap Assault Rigs** or Alien Trilogy (PAL) for Hardball 5, P.O'ed, Air Combat or any other good PlayStation games. Call Nick after 4pm on school days on (02) 9550 9027.

**Sega Saturn games** - Daytona USA, BUG! or Arcade racer steering wheel for any of the following - VF2, D or Thunderhawk 2. Phone 041 992 1494 and ask for Trent.

**SNES game.** Swap Earth Worm Jim 2 for NBA Jam TE or Donkey Kong Country 2. Other games neg. Phone Stanton on (057) 441 990.

**Super Nintendo**, 5 games inc. K1, Yoshi's Island, all in perfect condition, AND MDII, with 2 games, for a PlayStation or Saturn (no games needed). Phone Bernard AH on (069) 642 697 (NSW only).

**I want to swap MK3** (SNES) for Killer Instinct (SNES). MK3 in mint condition, excellent box, manual and all. Call Chris on (09) 417 3060. WA.

**I will swap Killer Instinct**, Alien 3, The Lost Vikings, Jurassic Park, Zombies and Flashback for Final Fantasy 3, Chrono Trigger, Young Merlin, Illusion of Time and Secret of Mana 1 or 2. Will swap separately. Phone Steven Wallace on (03) 6267 2574. Tas only.

**I will swap Tekken 1**, Destruction Derby, or Doom for NHL face-off or Jumping Flash 2 for PSX. (097) 731 294 ask for Jesse between 4pm and 9pm weekdays.

**PlayStation game** Worms for PlayStation game Rapid Reload (PAL). Tel: (03) 9897 3992 after 5pm or (mobile) 0419 883 783, ask for Yen. Melbourne only.

**PC CD ROM:** I will swap FIFA '96, Magic Carpet Plus or NBA '95 for any good CD game. Phone Ivan on (063) 322 952 after 5pm (school days).

**Sony PlayStation games** D, Diskworld, Destruction Derby for any other great PlayStation games. Ph (074) 485 135. Ask for Matt.

**I want to swap MK3** (PAL version) for any other good PlayStation game. Ring Paul on (09) 459 8978 after 3:30 pm weekdays.

**Will swap Alien Trilogy** for Fade to Black or Road Rash and Warhawk or something similar. Ring Nigel on (02) 281 8574 after 3pm weekdays.

## WANTED

**Sim Town** for CD Rom. Has to be in good condition. Willing to pay up to \$30. Write to Chris Marsland, 7 Harmony Court, Warrambool, VIC 3280.

**Sony PlayStation console** (PAL). With control pad, and all cables. Must be in good cond, will pay good money. Byron Bay - Lismore area. Ph. (066) 867 315 ask for Adam.

**Any MD RPG's**, ie, Shining Force + Sorcerer's Kingdom. Call Darren on (079) 793 264 after 5pm weekdays.

**SNES** with 1 controller with K1 will pay \$200. Call Justin after 6:30 Monday to Sunday (043) 291 306. Central Coast to preferably please.

**Disney Aladdin** - PAL version for SNES. Game must be in good condition. Phone (079) 551 822.

**Eternal Champions** for Mega CD. Wanted desperately, will pay top dollar & postage. Call Lexie on (063) 555 644 after 5pm weekdays.

**Anyone** wishing to part with SNES games, 'Cannon Fodder' or 'Theme Park' for a very cheap price call Matt on (079) 223 066

## PENPALS

**G'day, my name's Nathan** Blorn and I am looking for a penpal M/F 12 years old or older. I have a PC with CD ROM and an Atari Lynx so if you're into fast paced action games drop us a line (or a cheat) at 12 Youngs Rd, Glasshouse Mountains QLD 4518.

**Hi, my name's Kenny.** I'm 10 years old and looking for a penpal. I love movies and really like DK games (SNES). Can be male or female from 10-11. Write to 63 Lysander Drive, Heathridge Perth 6027.

**Hi, my name is Ryan.** If you are looking for a cool penpal like myself you should do the right thing and send your reply in the mail. I'm 12 and I like music like the Presidents and Bush, I like bike riding, baseball and playing odd games, and writing to interesting penpals. I have a Saturn and a MD. If you are interested and 11-13 write to me at 11 Avoca Drive Kincumber NSW 2251.

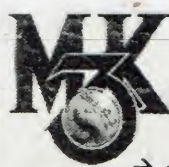
**Hi, my name is Blake** Clapham and I like the Super Nintendo and Gameboy games. I like playing any game and would be happy to swap info. Write to 10 Wirilda St Leeton NSW 2705.

**Hi I'm Jeff** and I'm looking for a 13-16 year old penpal (boy or girl). I have a Mega Drive, PC CD Rom and soon I will have a PlayStation. I love movies, Heavy metal and Mortal Kombat so if you match any of these things write to Jeff at 10 Cromdale Pde Maryland NSW 2287.

**My name is Mitchell** and I'm bored. If you're 11-12 and got nothing to do, write to me (male or female - I don't care). I have a NES, Gameboy, SNES, PC. My favourite games (PC) are Doom and Command & Conquer. I also like beat 'em ups. If you like MK3, Kiz etc, Doom, Hexen etc, write to Mitchell Ho, 9 Central Rd, Beverly Hills NSW 2209.

**My name is Jake** Gaston. I love Star Wars. I own a PC, heaps of games includes Doom, CEC, and Warcraft, X-com and UFO Enemy Unknown. I'm looking for a penpal aged 13-15. I love Quake, CEC, UFO Enemy Unknown, & all strategy games. Send to Jake Gaston at 7a Riversea View, Mosman Park, Perth WA 6012, or call (09) 384 2828.

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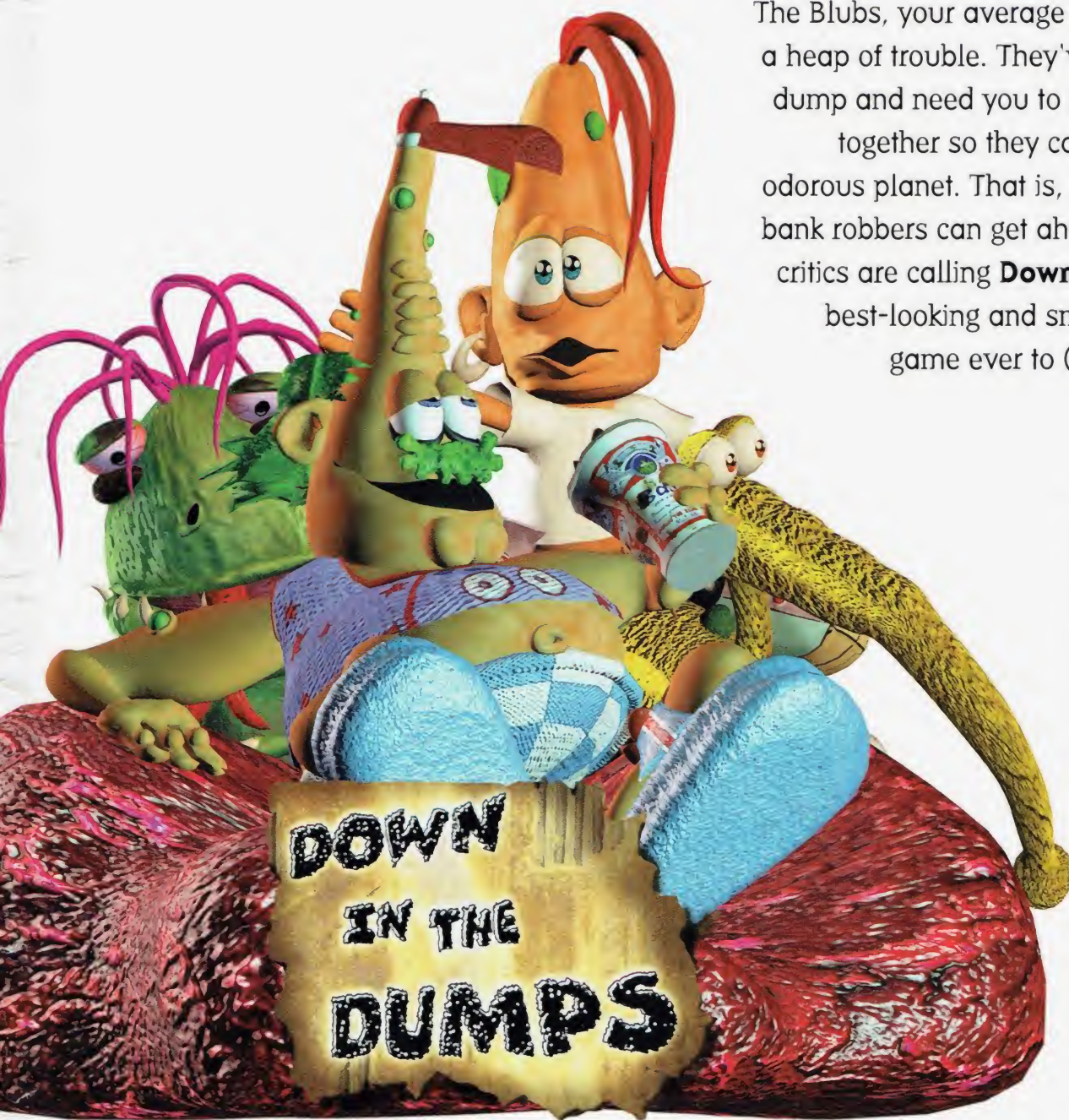
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